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ABSTRACT

This guide describes and illustrates 50 perceptual games for preschool children which may be constructed by teachers. Inexpensive, easily obtained game materials are suggested. The use of tactile and visual perceptual games gives children opportunities to make choices and discriminations, and provides reading readiness experiences. Games depicted involve shapes and designs, concepts of height and number, alphabet games, visual discrimination games, nailboards, and picture matching games. (DP)

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50 TACTILE AND VISUAL PERCEPTION GAMES

FOR UNDER $10

A Guide to Reading Readiness Games
for pre-school teachers, Head Start
teachers, and first grade teachers.

by

SAM CANGEMI

Oregon Head Start
State T.A. and Training Office

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Corvallis, Oregon

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FOREWORD

When Sam Cangemi came to Jackson County via the Peace Corps in Libya, and a Head Start program in Oil City, Pennsylvania, I was accused of hiring an "outsider". The "outsider", with his sense of community, welcomed to the center parents who had preceded him and changed the tone of the center. Sam brought to our Head Start program a rich philosphy, influenced by Glasser and Holt, which provided 45 children a responsive, caring environment that contributed greatly to their building strong self-concepts and creative reasoning skills.

FIFTY TACTILE AND VISUAL PERCEPTION GAMES FOR UNDER $10 were converted from trash, the world's only growing resource. When such well-developed, inexpensive ideas are available, it is impossible to justify a child care center or day care home devoid of useful, stimulating materials.

All of our centers now contain similar games. Interestingly enough, each time Sam teaches another group how to make games, someone initiates a new game and the ideas grow.

Carol N. Doty, Director
Jackson County Child Development
Centers, Inc.
Medford, Oregon

November 1972

INTRODUCTION

In making the tactile and visual perception games described in this book, consideration has been given to the availability of materials and cost. It is the intent to keep costs down and at the same time create approximately fifty games whereby pre-school children can learn shapes, numbers and the alphabet. The process of making choices and discriminations is of major importance for a pre-school child. Finding likes and differences in a great variety of materials will begin to give a child many reading readiness experiences.

The materials to make all the games should be under ten dollars. It will be necessary to contact tile and floor covering stores and ask their cooperation in saving scraps and samples of linoleum, tile and carpet. I must mention here that one of the parents from our Head Start program in Medford, Oregon, Betty Kufner is responsible for providing me with the materials for about seventy percent of the games in this book. She has saved just about every scrap or sample "Jim's Floor Covering" was about to throw out. Our program is thankful to have Betty for a resource.

After several games have been made, it would be advisable to show the manager or owner of the carpet store the kinds of games that can be made and also good to explain the importance of the activity for pre-school children. The materials can be counted as in-kind contributions for Head Start programs, and they are also a tax deduction for the businessman.

In presenting the games to children, the games progress from tactile to visual and from large to small. It is in this order that they will be presented in this book.

The following is a materials list which covers all of the games:

1. A large quantity of one-half pint milk cartons (300 would be adequate for all the games here). They are obtainable from any elementary school.

2. A small-nosed stapler and a large quantity of staples.

3. A 12-foot roll of clear contact paper.

4. Oak tag or other heavy paper.

5. Large sheets of cardboard.

6. Empty candy boxes (8 inches by 12 inches, approximately).

7. Permanent marking felt tipped pens

8. One-half pound of inch and one half nails

9. Pieces of wood one inch to one and one half inch in thickness (the wood can be 6 to 8 inches).

10. 20 to 30 manila file folders

11. One inch ceramic tiles (smooth), approximately 300

12. A large quantity of linoleum samples and scraps (heating it helps in cutting).

13. Carpet samples and scraps.

14. Elmer's glue.

15. One can of clear enamel spray.

16. Colored construction paper

17. One very large pair of scissors

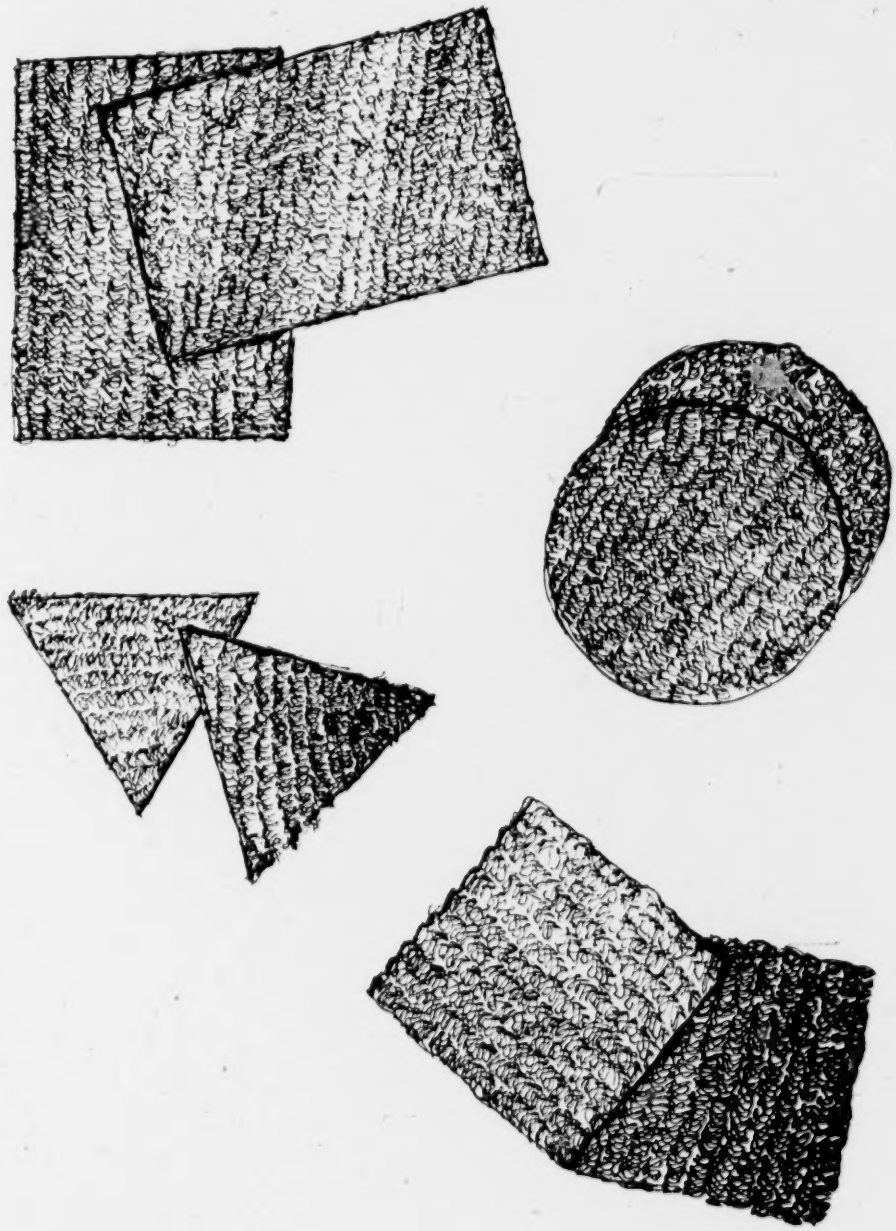
The games shown in this book are by no means the only possibilities with the materials used. As I have done workshops for Head Start teachers in Oregon, I have seen many creative variations for a lot of the games. I hope this book will provide a lot of ideas that can be expanded to fit the needs of teachers and children.

S.M.C.

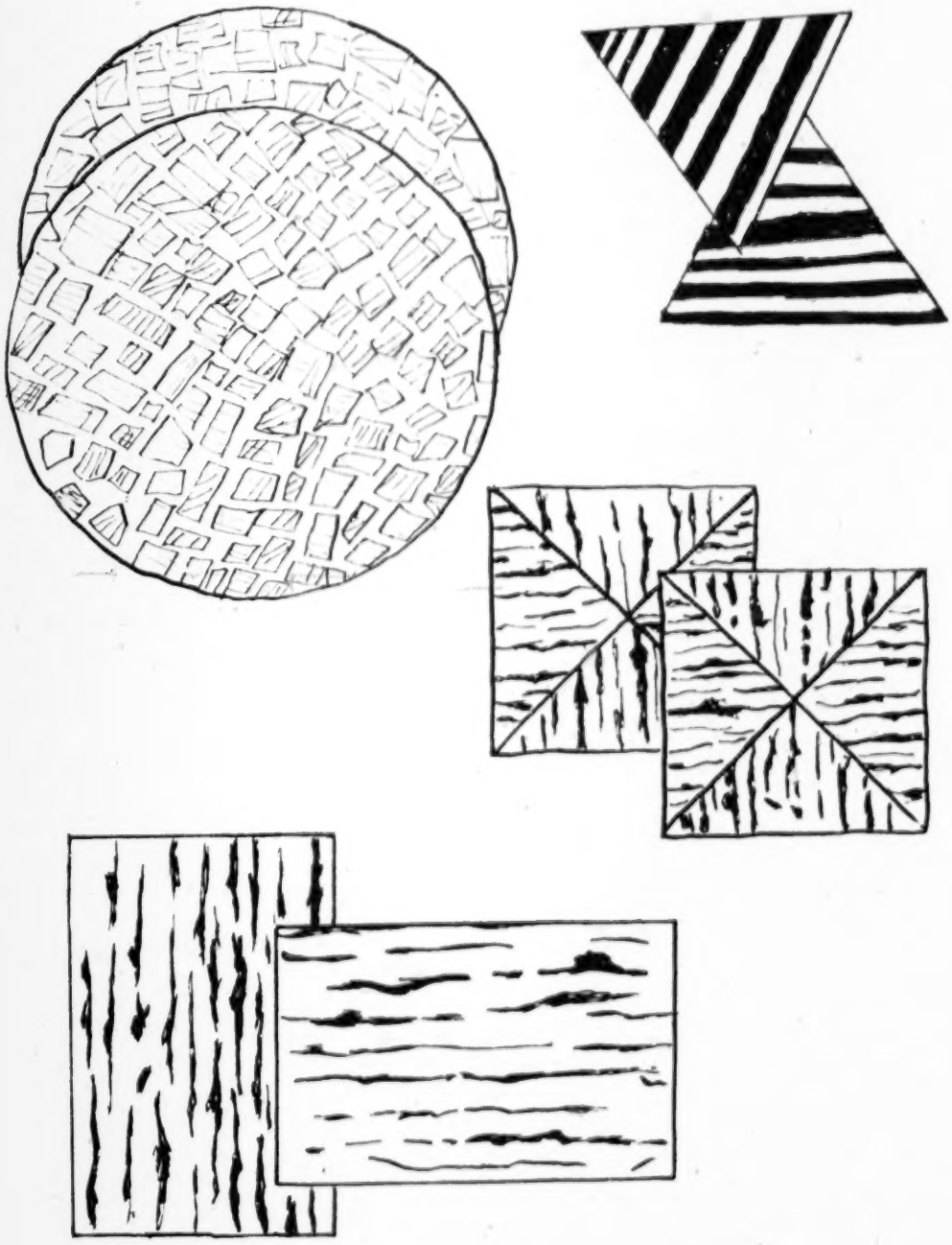
November 1972
Portland, Oregon

I. SHAPES

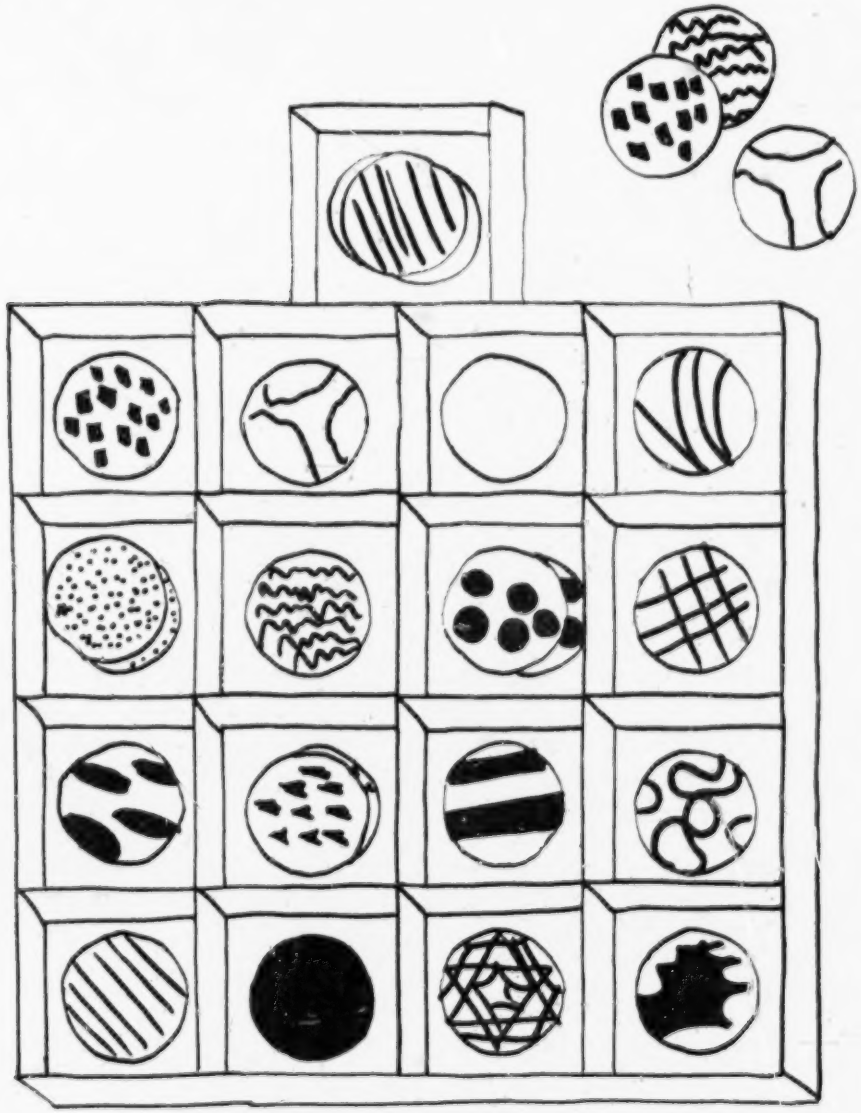
#1. The first group of games and concepts presented are those of shapes. The four basic shapes of squares, circles, triangles, and rectangles can be cut from carpet scraps and samples. Shapes cut 3" or 4" in size are easy for pre-schoolers to handle and feel. A set could be made consisting of a pair of squares, a pair of triangles, a pair of rectangles and a pair of circles. These would be made of the same color of material. Two or three other sets could be made of different colors of carpet. The child would be sorting shapes as well as colors. Many games can be devised from these shapes. Reaching blindfolded into a large bag of them and describing what the shape is and how it feels is a good beginning for pre-schoolers.



#2. After presenting the carpet shapes, the same four basic shapes cut from linoleum would follow. Different colors of linoleum can be used to make several sets of the shapes. Two sets of different shapes could be displayed on a table for the children to match. Several more sets can be placed out later. Again with this game, the child is making discriminations according to shape and color. The child can still use his tactile sense in this game to make his discrimination.



#3. This game is for both tactile and visual discrimination. It utilizes the one-half pint milk cartons. Sixteen of the cartons are to be stapled together in rows of four. (If six staples are used for each 2 cartons -- three close to the top and three close to the bottom -- the clusters will last a long time.) One carton can be stapled to the left side of the cluster for storage of the objects to be sorted. The child is then moving from left to right as he sorts the objects. For this game, as shown in Ill. 3, 16 different colors of linoleum are needed. Two circles should be cut from each different color or pattern. One circle from each pair is to be glued to cak tag or other heavy paper and then glued to the inside of the cartons. The 16 corresponding matches of each circle will be placed in the storage carton to the left of the cluster. The child can then match 16 different circles by color.

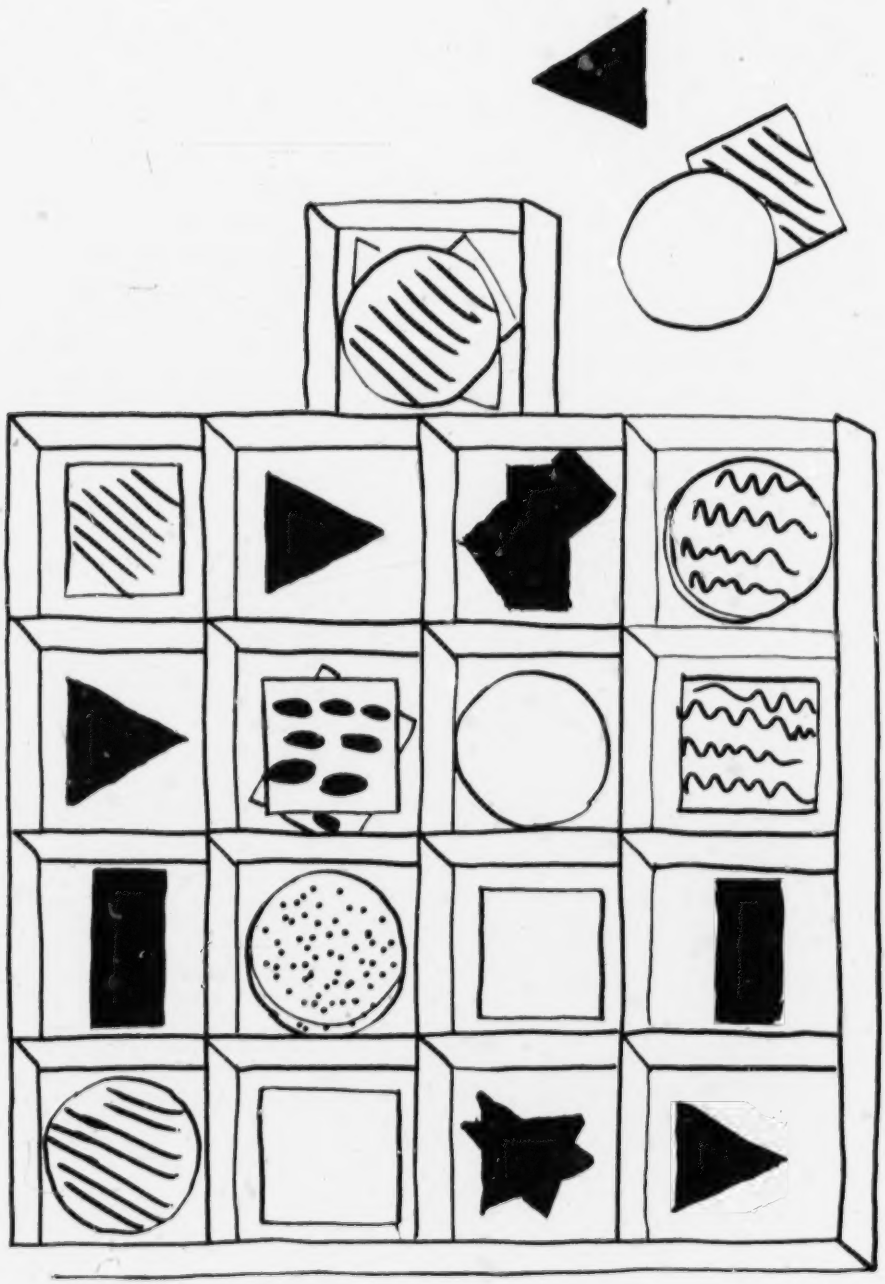


#4. This game is of the same basic design as #3, except squares are used in place of the circles. No illustration.

#5. This game is of the same basic design as #3, except triangles are used in place of the circles. No illustration.

#6. This game also is patterned after #3, except that rectangles are used in place of the circles. No illustration.

#7. A pair of each of the four basic shapes can be cut from four different colors of linoleum (sixteen pairs in all). One shape from each of the pairs can be glued to a piece of oak tag and glued to the inside of one of the cartons. This is to be another cluster of 16 cartons with one carton placed to the left for storage. The 16 corresponding shapes will be placed in the carton to the left of the cluster. The child is now making visual, tactile and color discriminations. This is shown in illustration #4.



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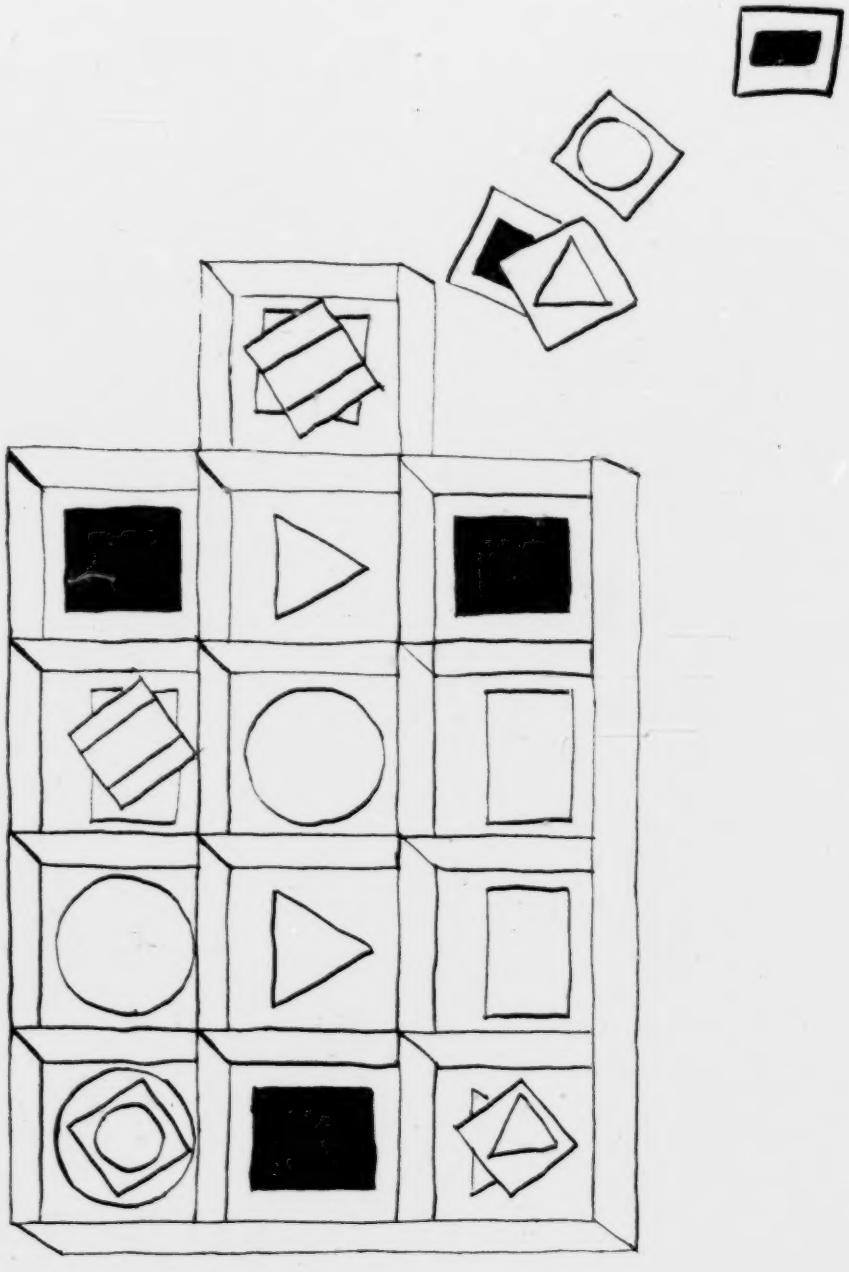
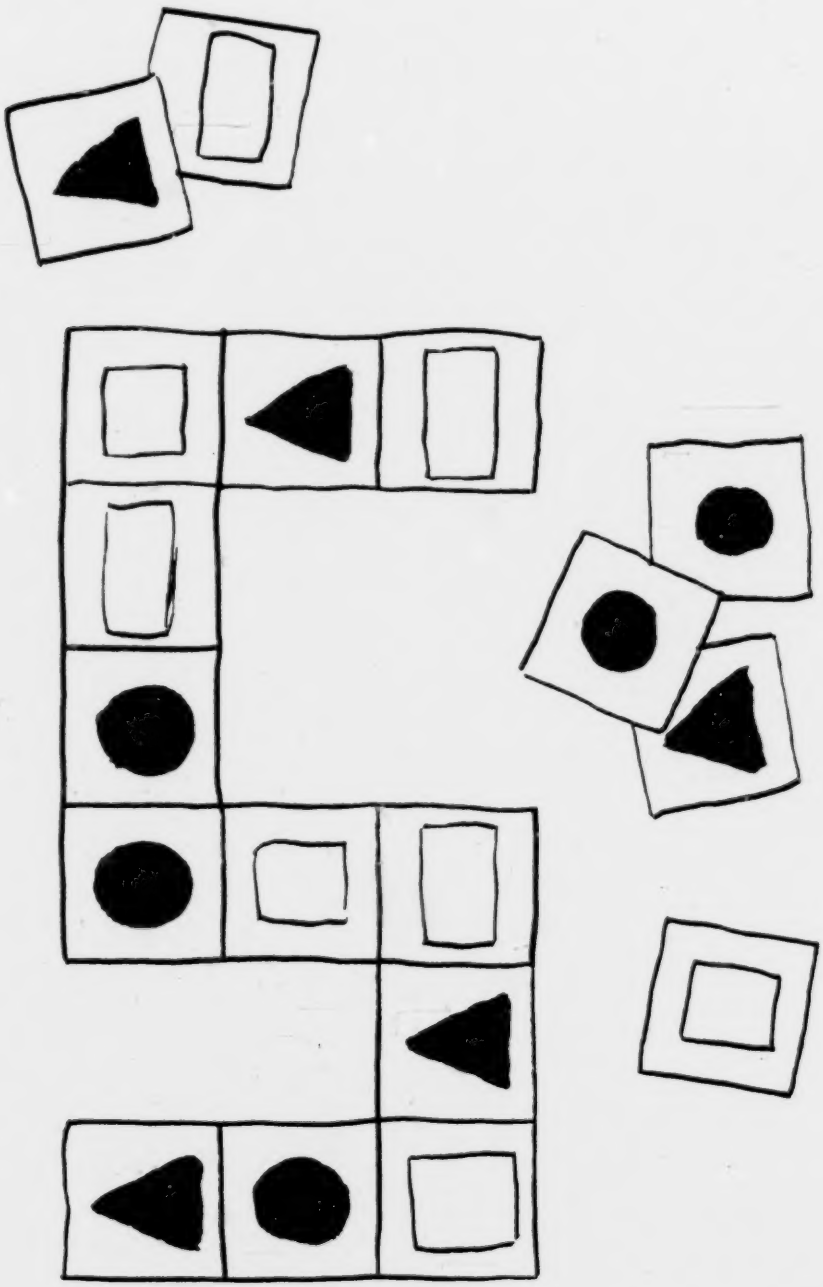
#8. In this game, the child depends entirely on visual discrimination. Twelve of the milk cartons are stapled together in three rows of four, with the storage carton to the left of the cluster. The shapes are drawn on oak tag in three different colors with the felt tipped pens and then each one is glued into a carton. The corresponding matching shapes are drawn on the one inch ceramic tiles and then sprayed with the clear enamel, thus making them smear proof. The child then matches the correct tile to the corresponding picture of the shape. This is shown in illustration #5.



#9. The shapes from the preceding activity could be used for a model with this game. The ceramic tiles are laid end to end as a kind of chain and outlined on a piece of oak tag. The shapes are drawn on the spaces in three different colors. The oak tag is then cut to fit into a candy box or other similar box. The oak tag is first covered with the clear contact and then glued to the inside of the box. The corresponding matches are drawn on ceramic tiles and then sprayed with the clear enamel. The child matches the tile to the correct space thus using eye-hand coordination.



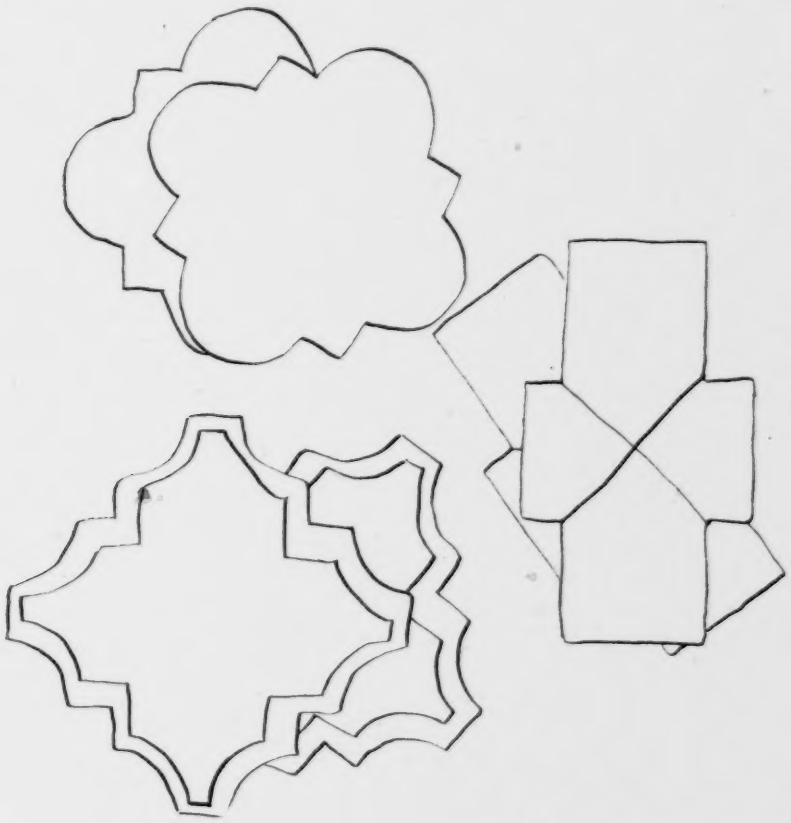
II UNUSUAL SHAPES AND DESIGNS

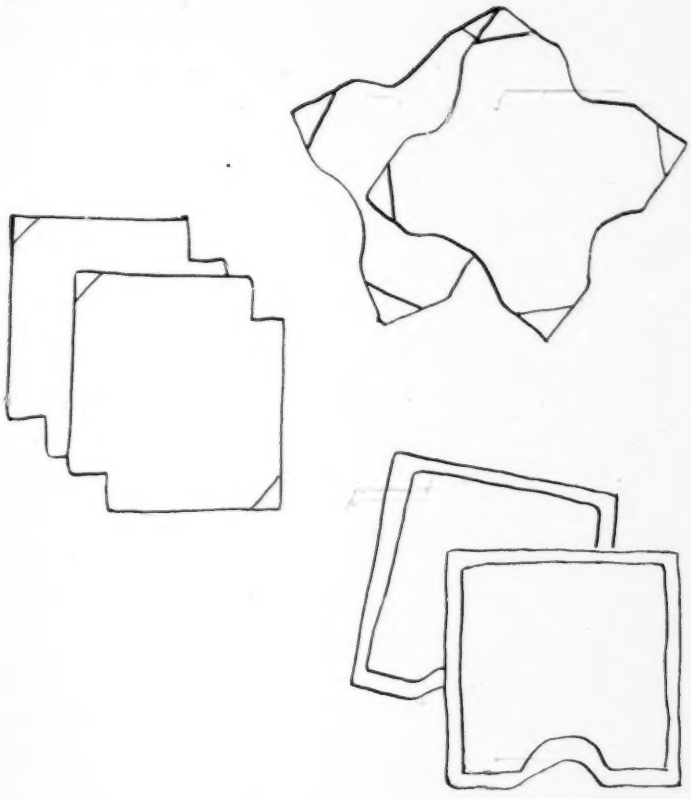
Illustrations 7 to 12

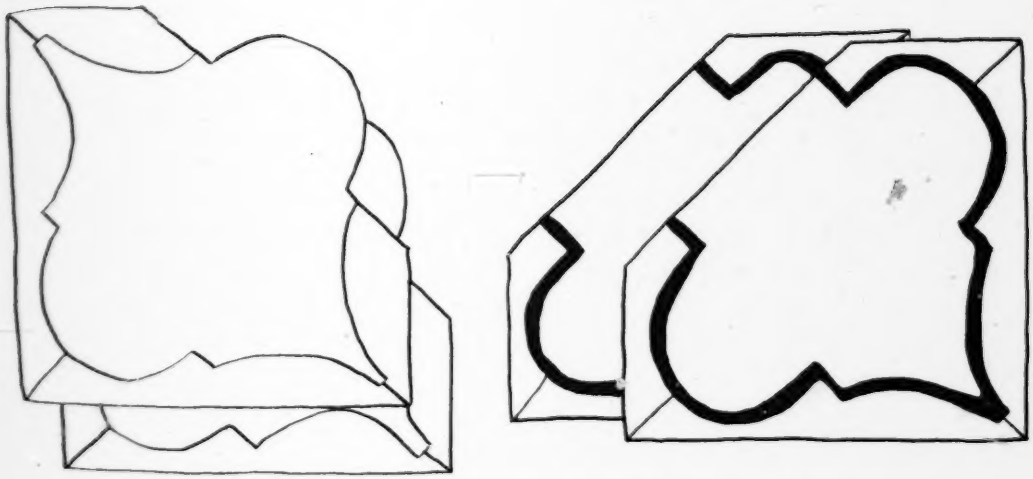
The second group of games are made from linoleum samples and scraps. The designs on the linoleum can in many cases provide the shapes for the games. If not, perhaps some of the designs pictured in the illustrations will provide ideas for different shapes. Notches can be cut into identical patterns thus providing differences for a child to match. These are depicted in Illustrations 7 and 8. Color can also be added with the marking pens to provide differences. On blank pieces of linoleum, faces can be drawn with different expressions.

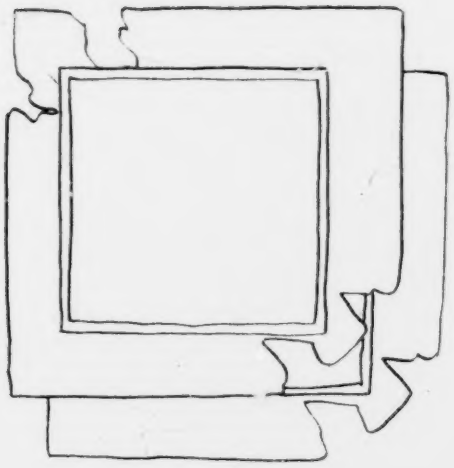
In introducing the games, the children can be seated in a semi circle with their hands behind their backs. The teacher then places one shape from each pair into each child's hand. He then takes the corresponding shape, shows it to the chi children and asks who has it. The children must tell only by feeling their shape if it is the correct one.

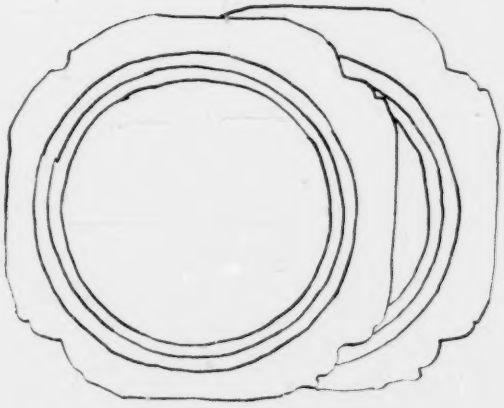
The shapes of different designs can be placed on a table in random order for the children to match. The number of games that can be devised from these materia's is limitless.

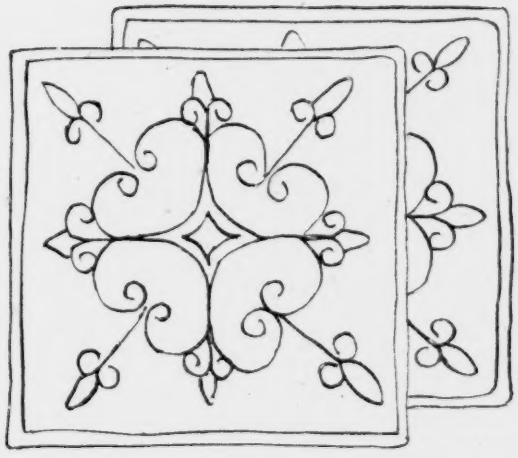


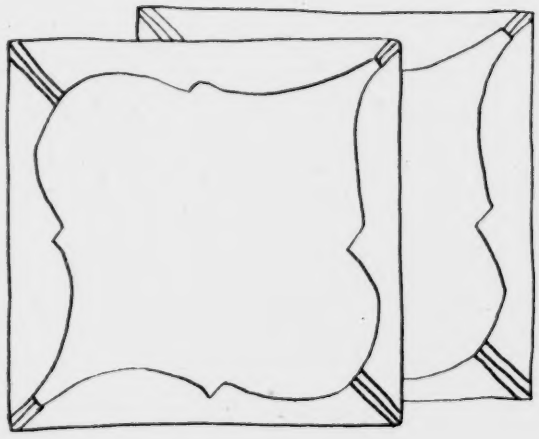


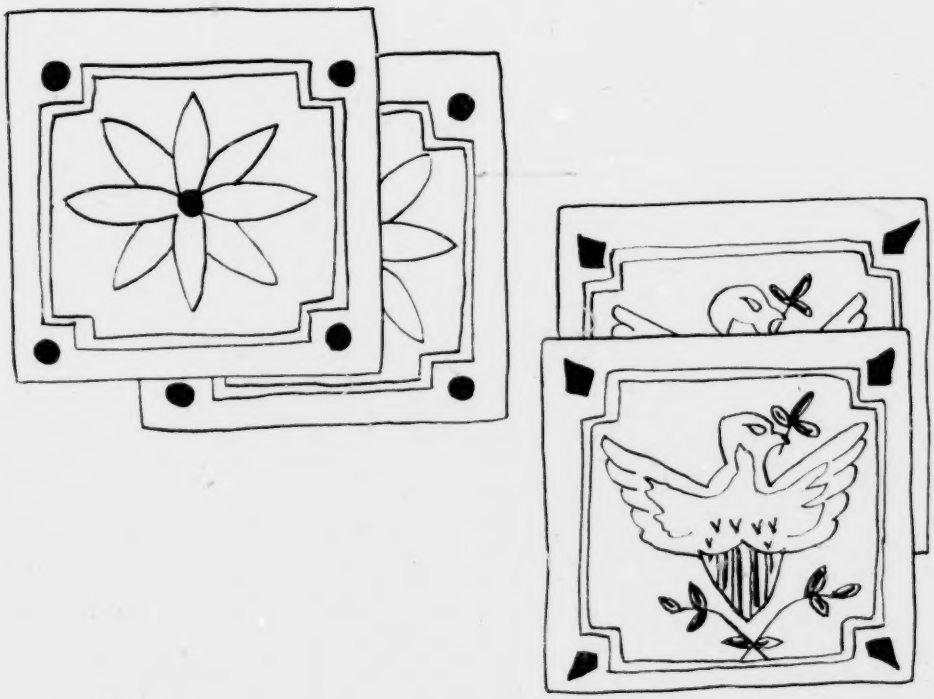






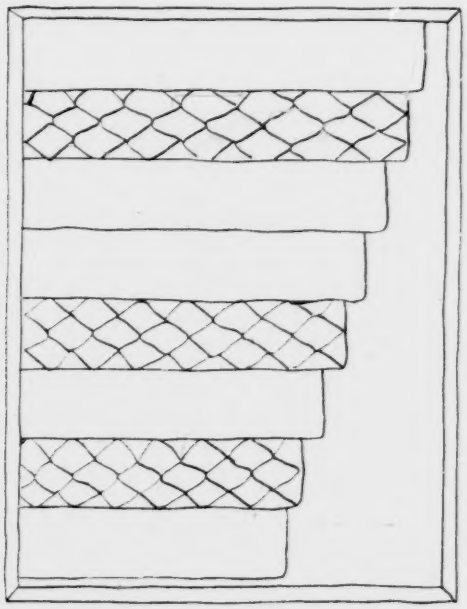


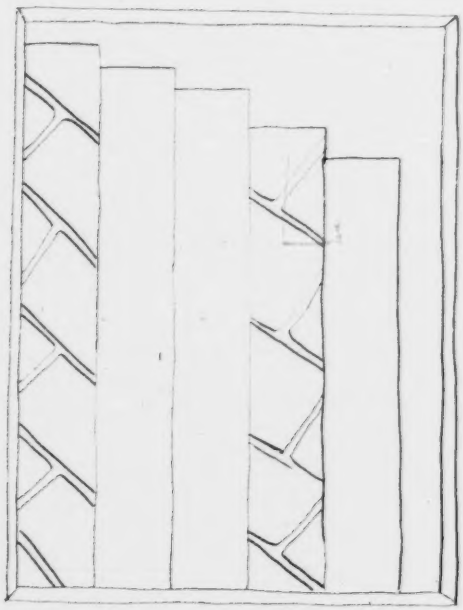




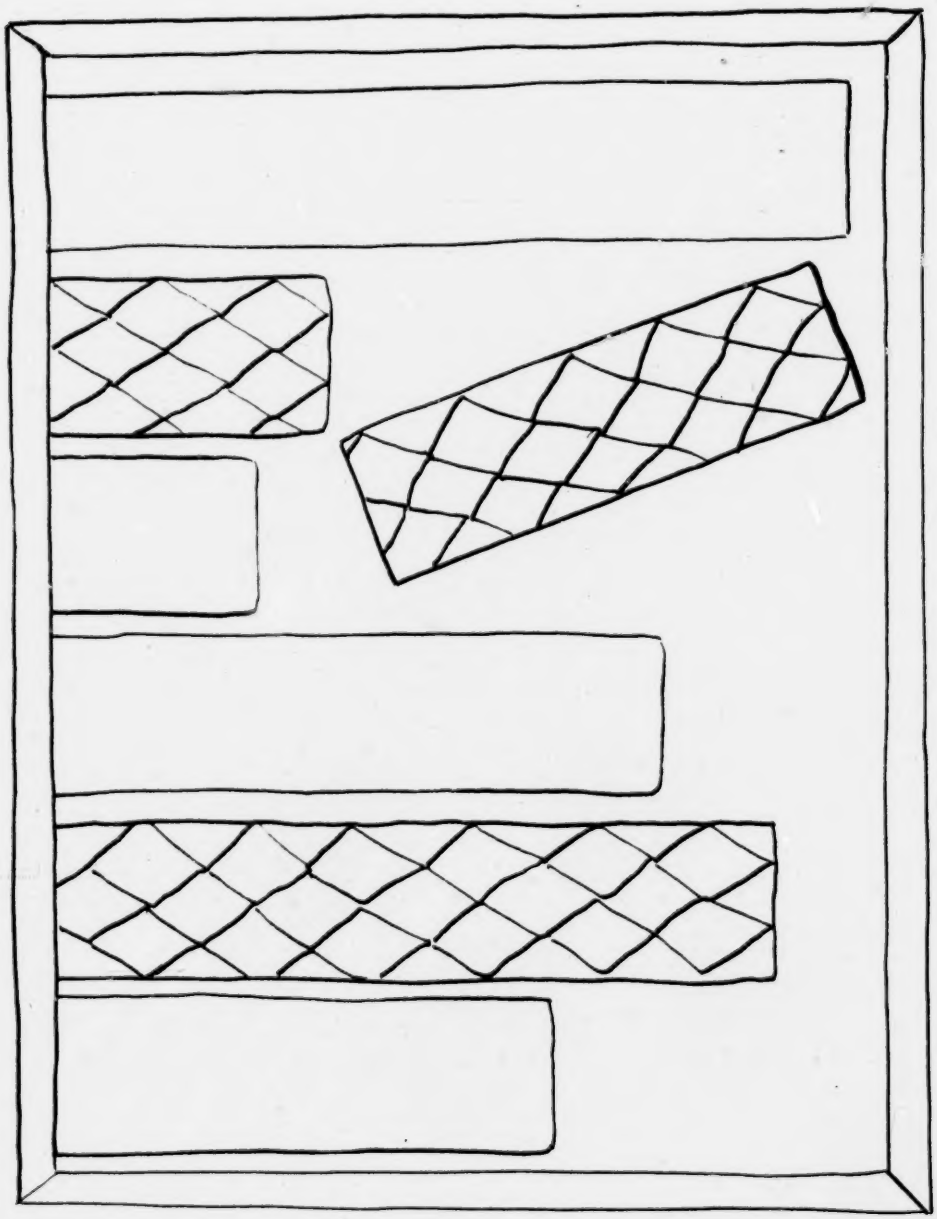
III HEIGHT GAMES

#1 This group of games helps a child to match according to height. The width of a candy box is measured to find the maximum height of a strip of linoleum that would fit into it. A length of linoleum is cut to fit into the box and then 8 or 10 other lengths are cut in descending heights. A piece of oak tag is cut to fit into the box and on it are drawn the different lengths of linoleum in descending order. The oak tag is then covered with clear contact paper and glued into the box lid. The linoleum strips are then used to match the corresponding height of the box. Several of these games are shown in Illustrations 13 and 14.

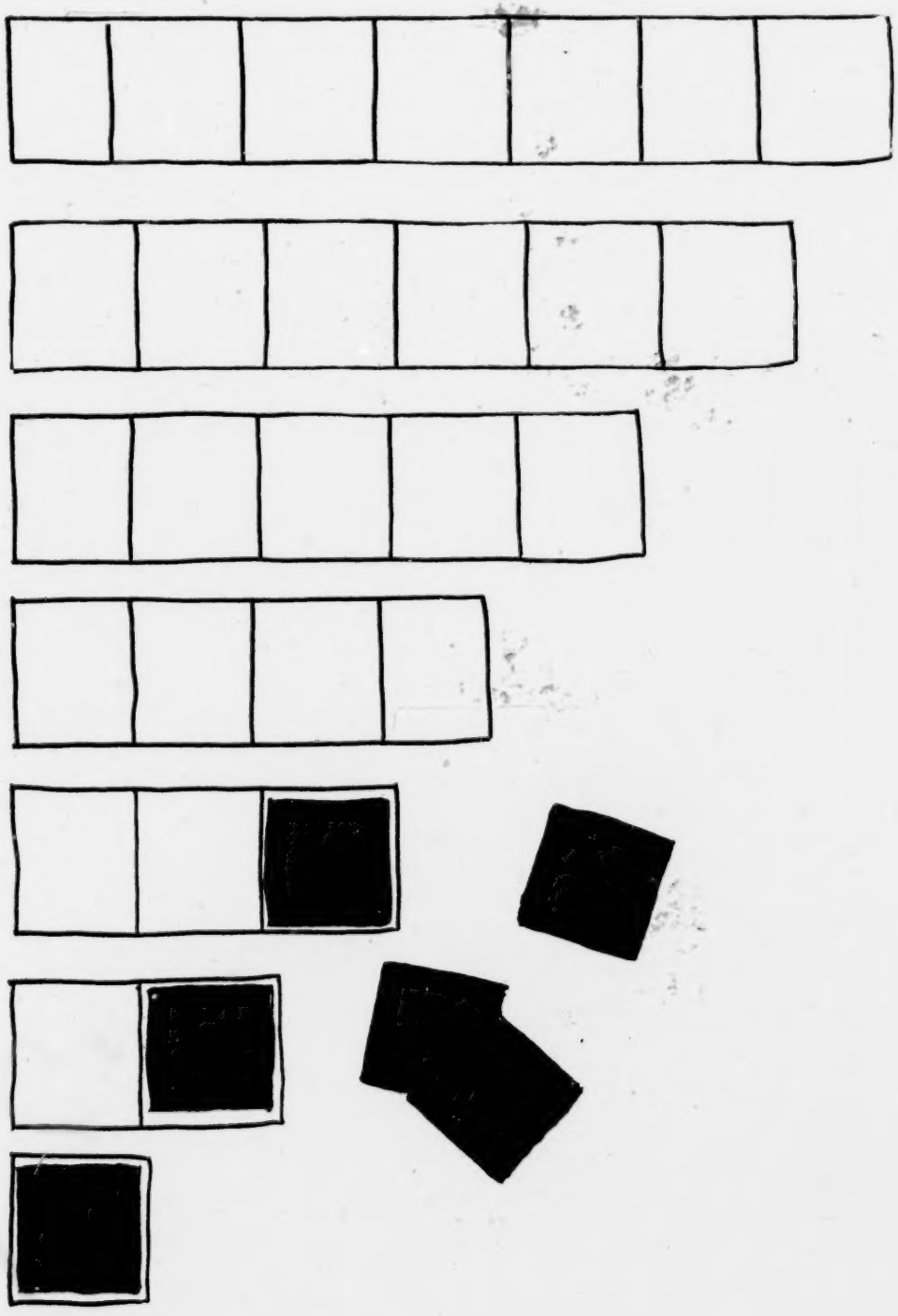




#2 To vary the preceding game, the strips of linoleum can be placed in an irregular order thus making it a little more difficult to match. The same procedure is used to make the game as in #1.



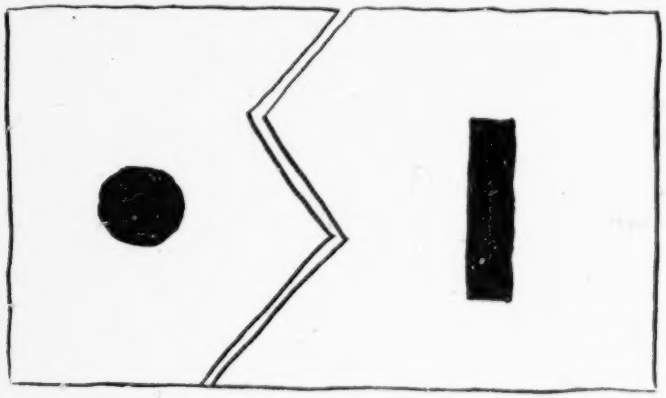
#3 In this game a candy box lid is used and ceramic tiles are laid end to end in rows of 8, 7, 6, 5, 4, 3, 2, 1. The tiles are traced around with a felt tipped pen. The child places the tiles in each of the spaces and fills them up. This is an eye-hand coordination game.

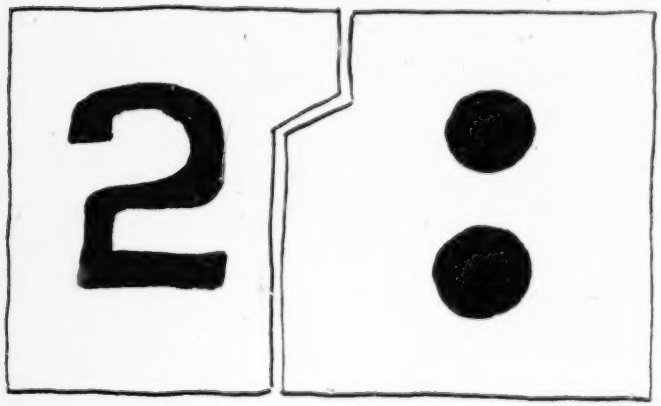


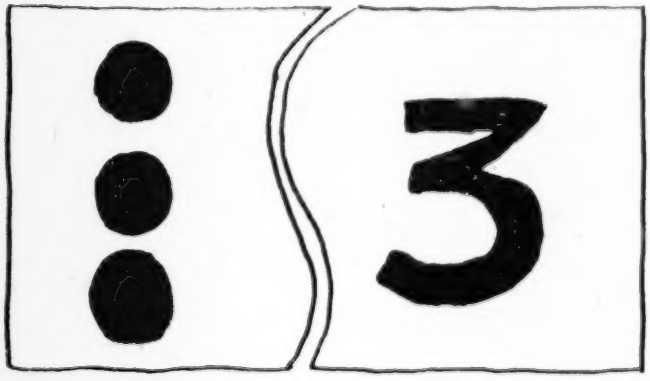
IV NUMBER GAMES

#1. In this first game, the numbers from one to ten are cut from carpet. They can be approximately 3" to 4" high. Each child should feel each numeral and say it after the teacher. The numbers could be glued down in sequence onto a piece of plywood or heavy cardboard. After each number, circles cut from carpet could be glued beside the numbers. Thus, a child could feel the numeral one and then feel one circle beside it. He could feel a numberal two and two circles beside it and so on. No illustration.

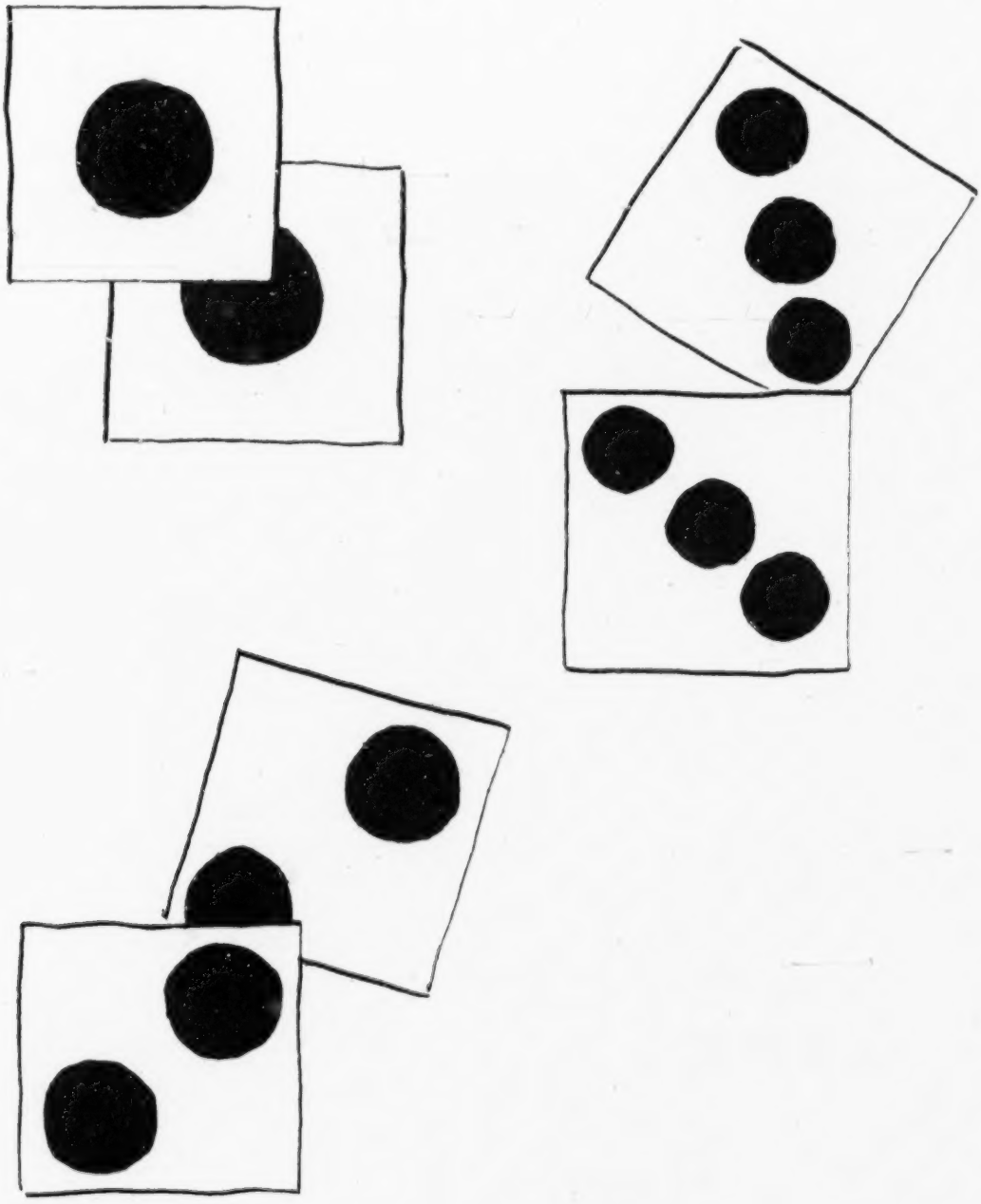
#2. For this game, linoleum is cut into approximately 4"x6" pieces. On the top half of the linoleum, a numeral is drawn and on the lower half, the corresponding number of dots is drawn with a felt tipped marker. Between the number and the dot is an irregular cut made so that the linoleum can be matched as in a puzzle fitting together. This is done for numerals one to ten.



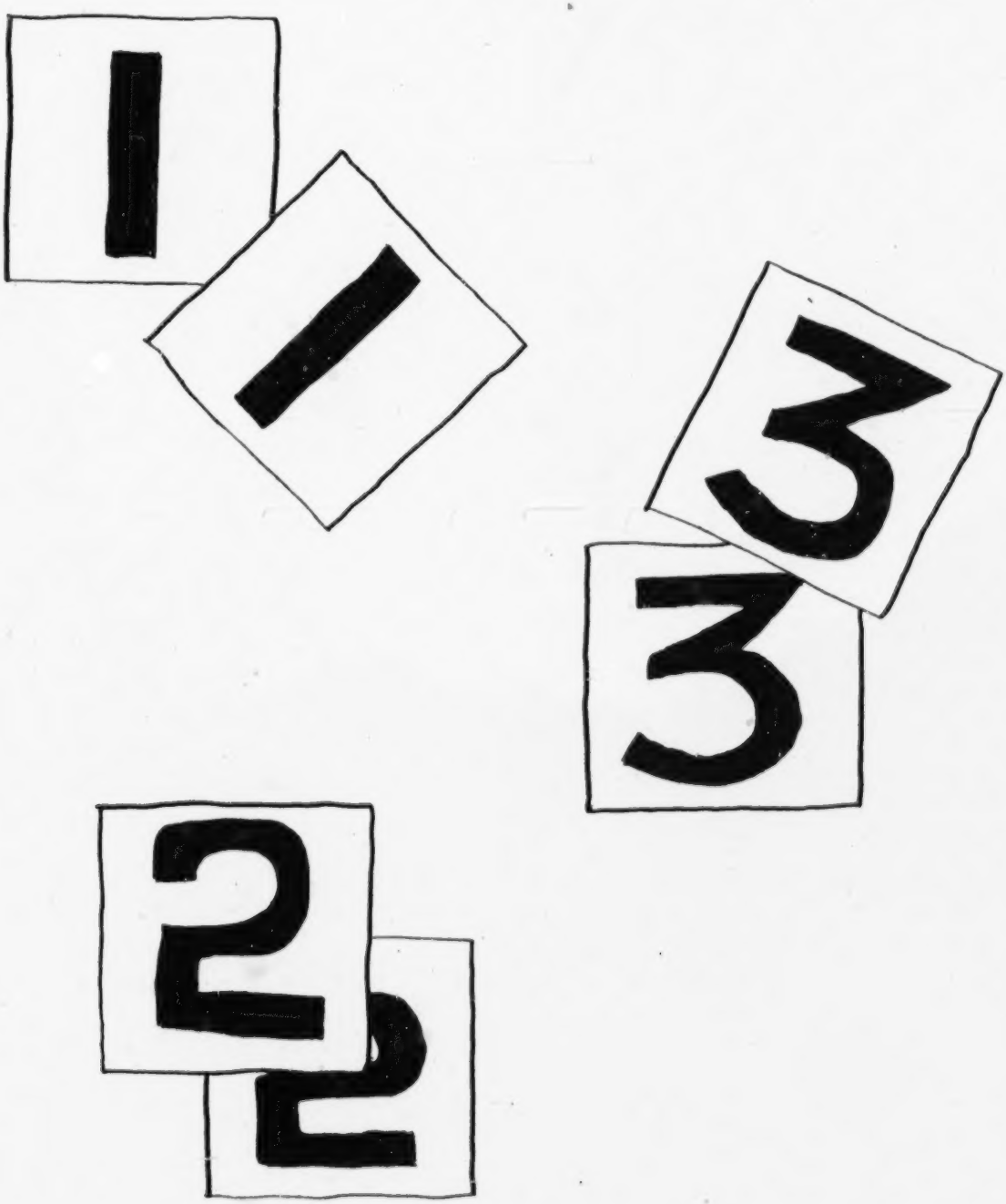




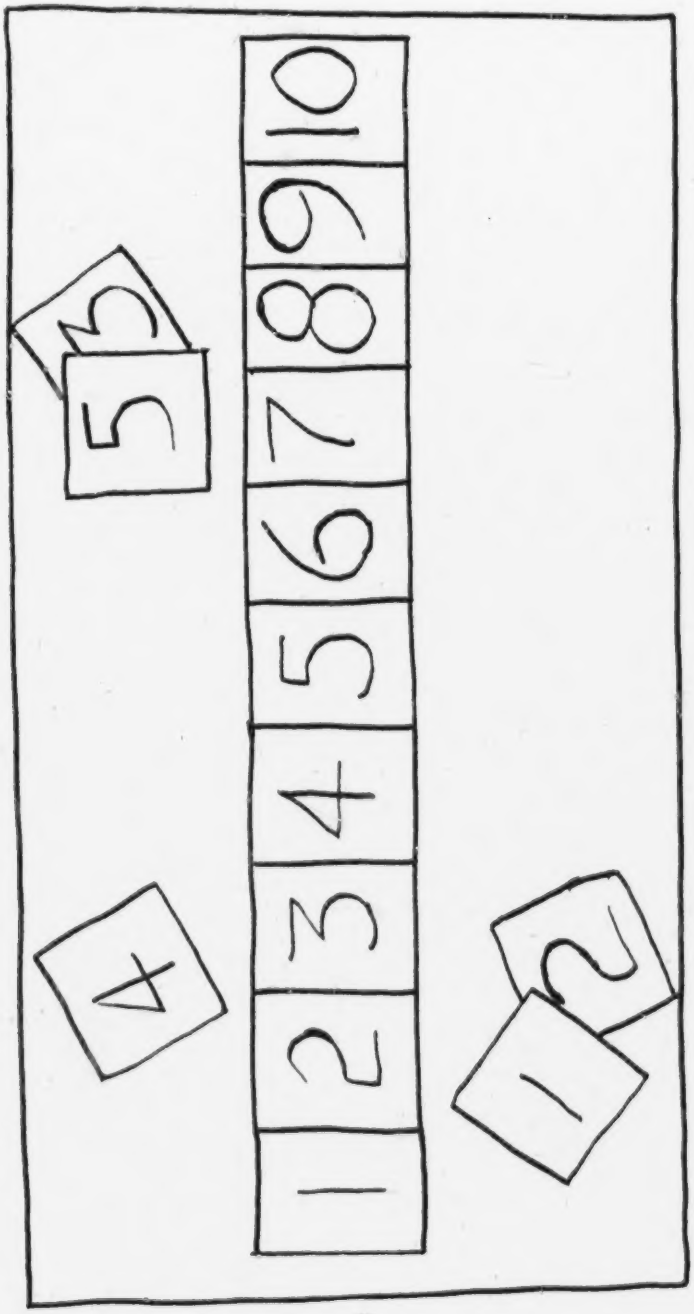
#3. Twenty 3" squares are cut from light colored linoleum. With a felt tipped marker, dots are drawn on them from one to ten. A pair is made for each of the dots. The squares can be put on a table for the children to match. The teacher can use them for flash cards and have the children say them outloud.



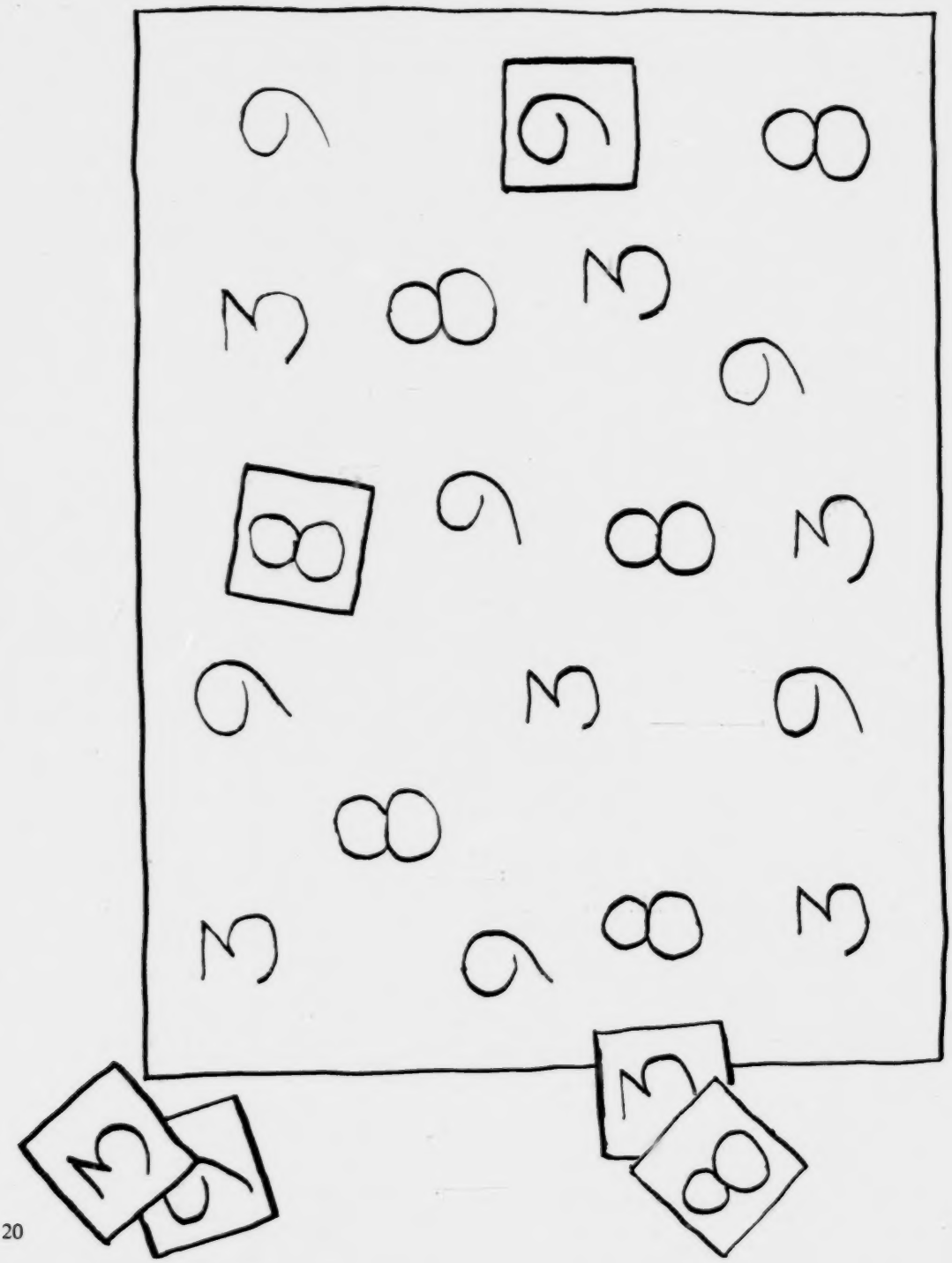
#4. Again twenty 3" squares are cut from light colored linoleum. The numerals from one to ten are drawn on the squares and a pair is made for each. The squares can be placed on a table in random order for the children to match. After the children are able to match both games and recognize the numbers, the games can be divided so that the numerals one to ten go with the dots one to ten.



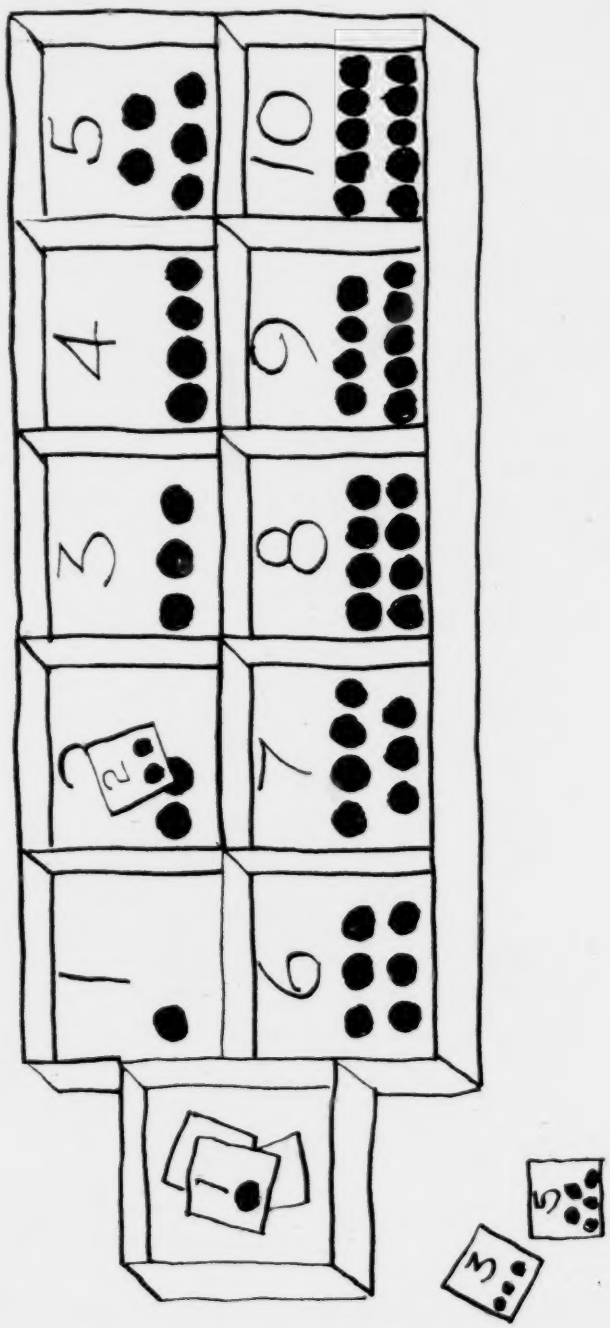
#5. The numerals from one to ten are drawn on ceramic tiles with a felt tipped marker and then sprayed with clear enamel. The tiles are then laid end to end in a number line on a piece of oak tag and traced around. The numbers one to ten are filled in on the blank spaces. The oak tag is covered with a piece of clear contact paper and glued inside of a candy box lid. The children can then match the tiles to the correct space.



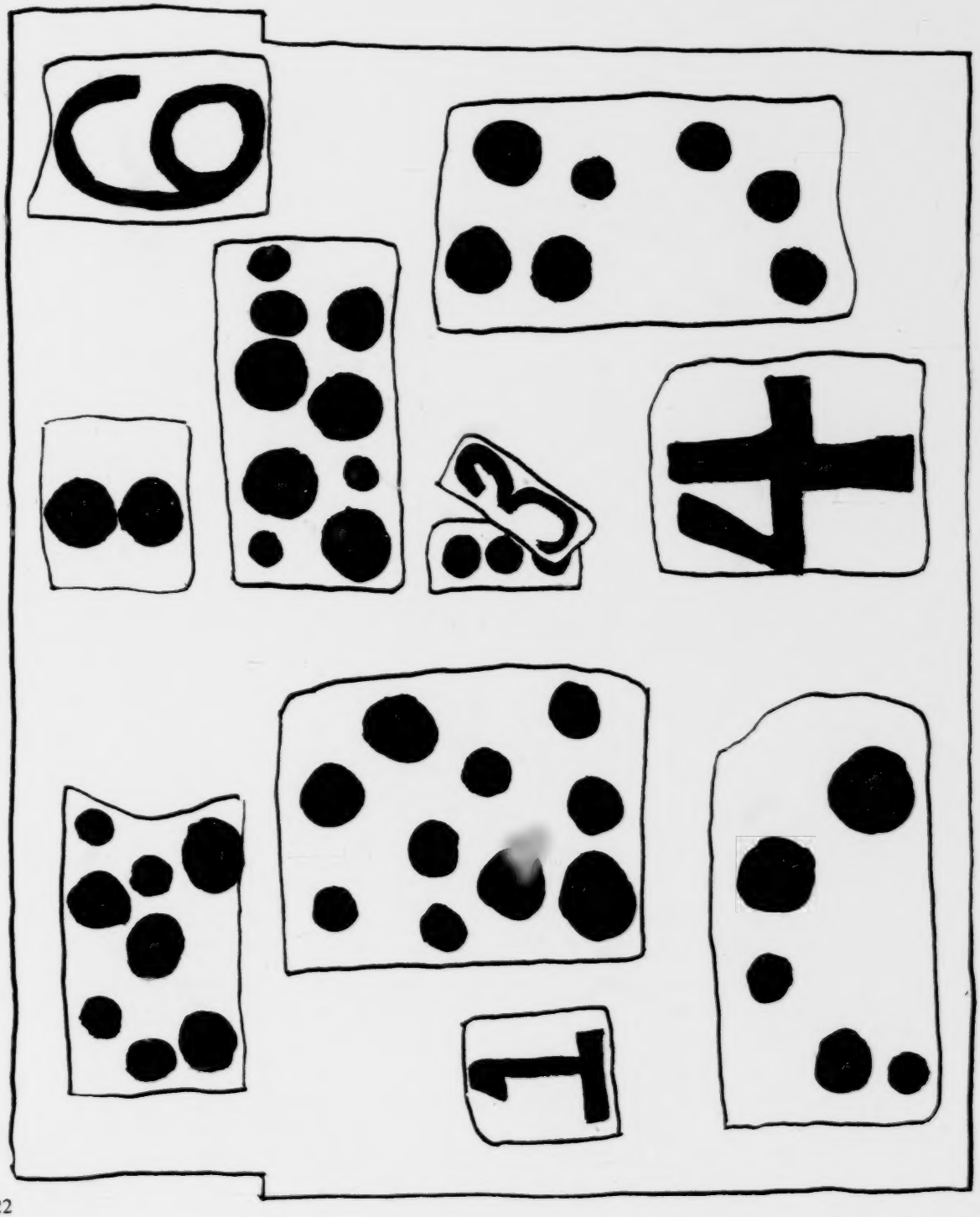
#6. In this game, 3 numbers are placed at random on a sheet of cardboard; six No. 3's, six No. 8's, and six No. 9's. The cardboard is covered with contact paper. The corresponding numeral matches are drawn on ceramic tiles.



#7. This is a visual perception number game using a cluster of milk cartons in two rows of five with a storage carton stapled to the left of the cluster. Ten pieces of oak tag are cut to fit into the cartons with the numbers one to ten written on them. Also, dots corresponding to the numerals are drawn on the oak tag cards. Each carton would have three ceramic tiles for matching. One with just a numeral on it. One with just the correct number of dots. One with both the number and the dot.

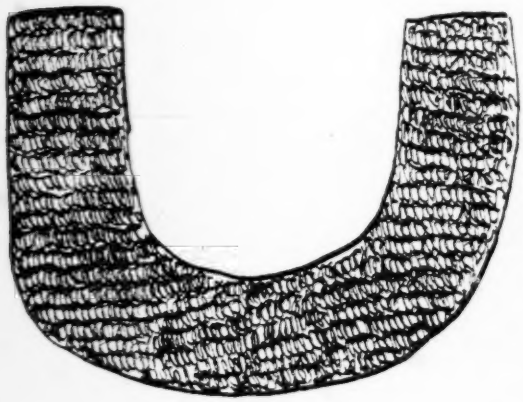


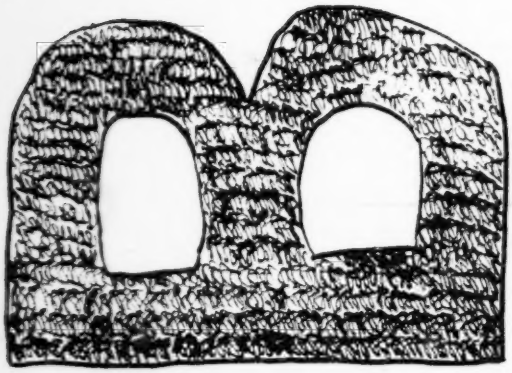
#8. Patches of different shapes with different numbers of dots on them up to ten are glued onto a manila folder. A colorful patch with a numeral on it to fit each of the different groups of dots is made out of construction paper.

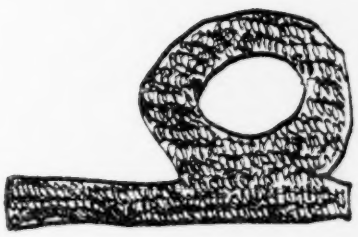


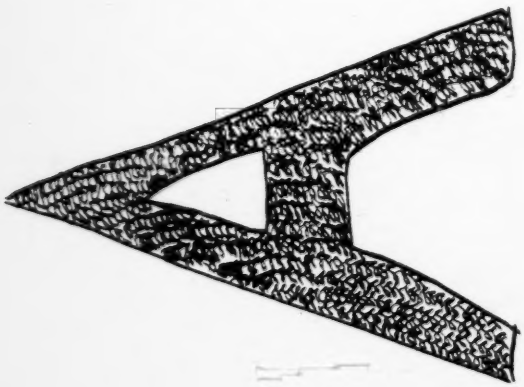
V ALPHABET GAMES

#1. The first presentation of the alphabet to the children would be tactilly. The letters can be cut from carpet and presented to the children.

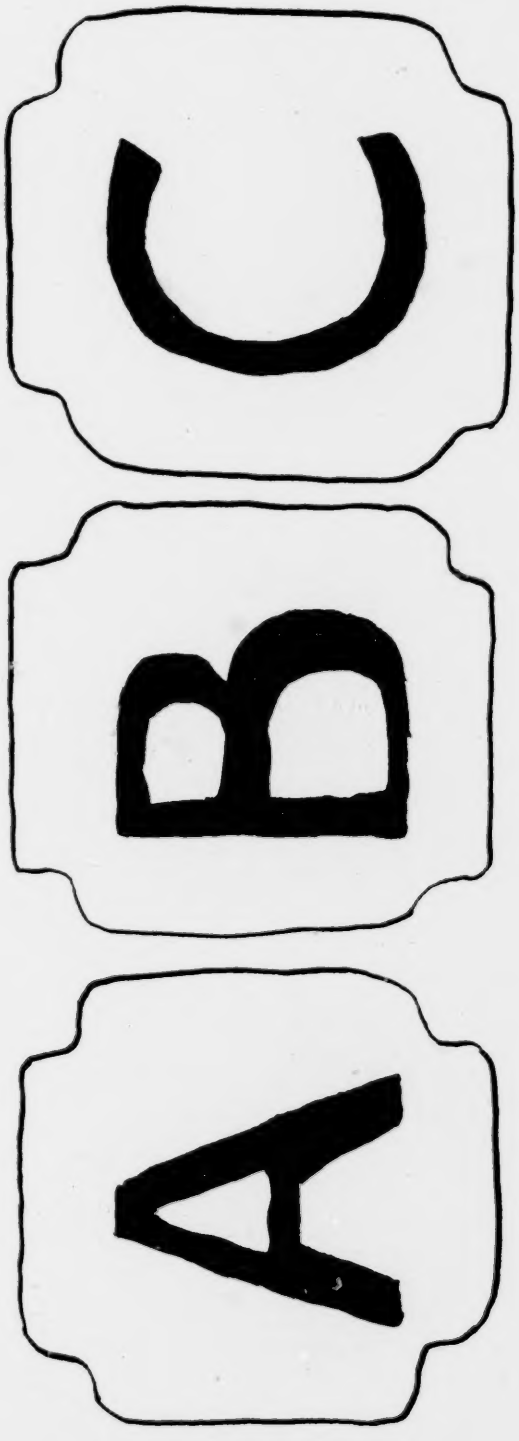




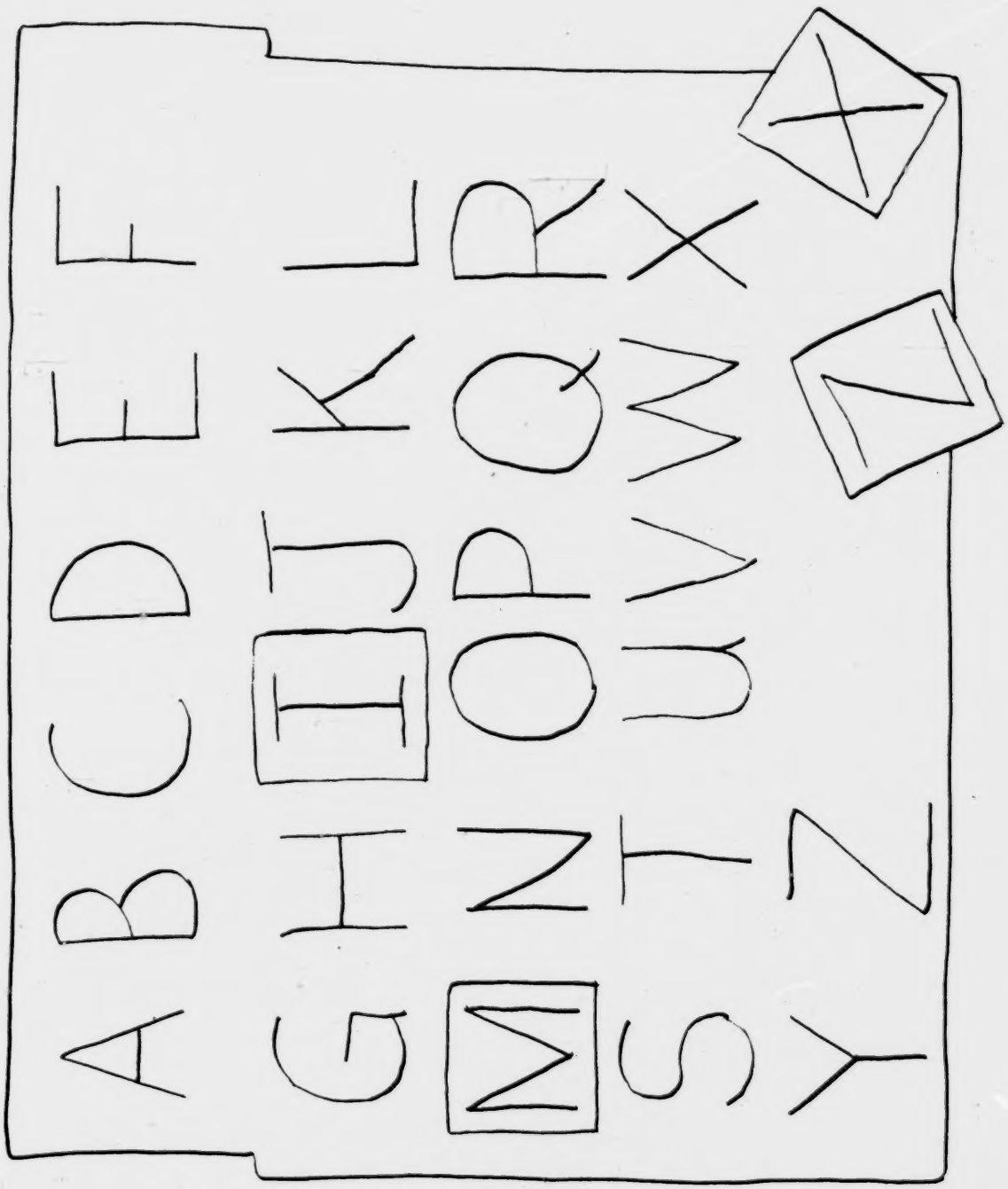




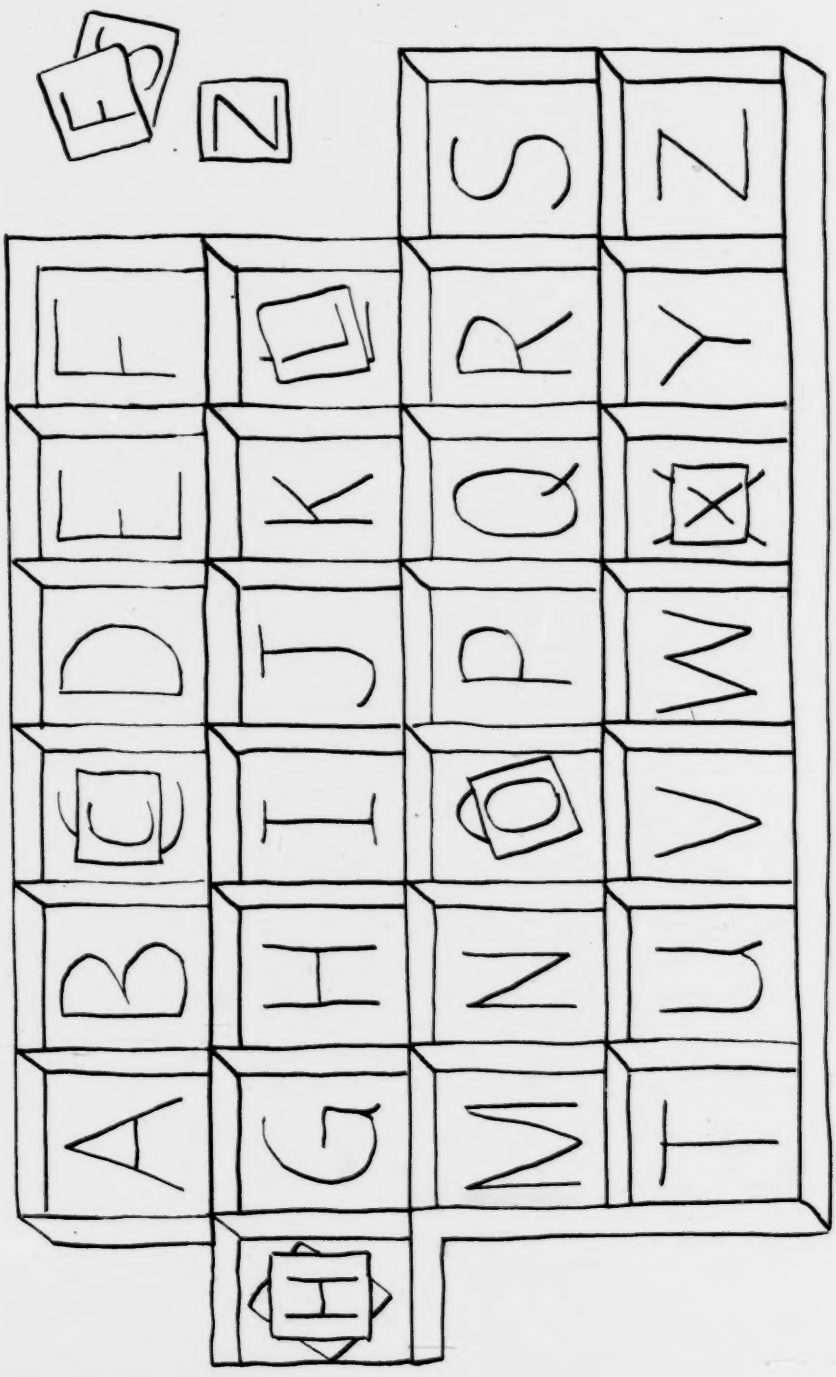
#2. The upper case letters can be drawn on pieces of linoleum. Two sets of the alphabet can be made for a matching game.



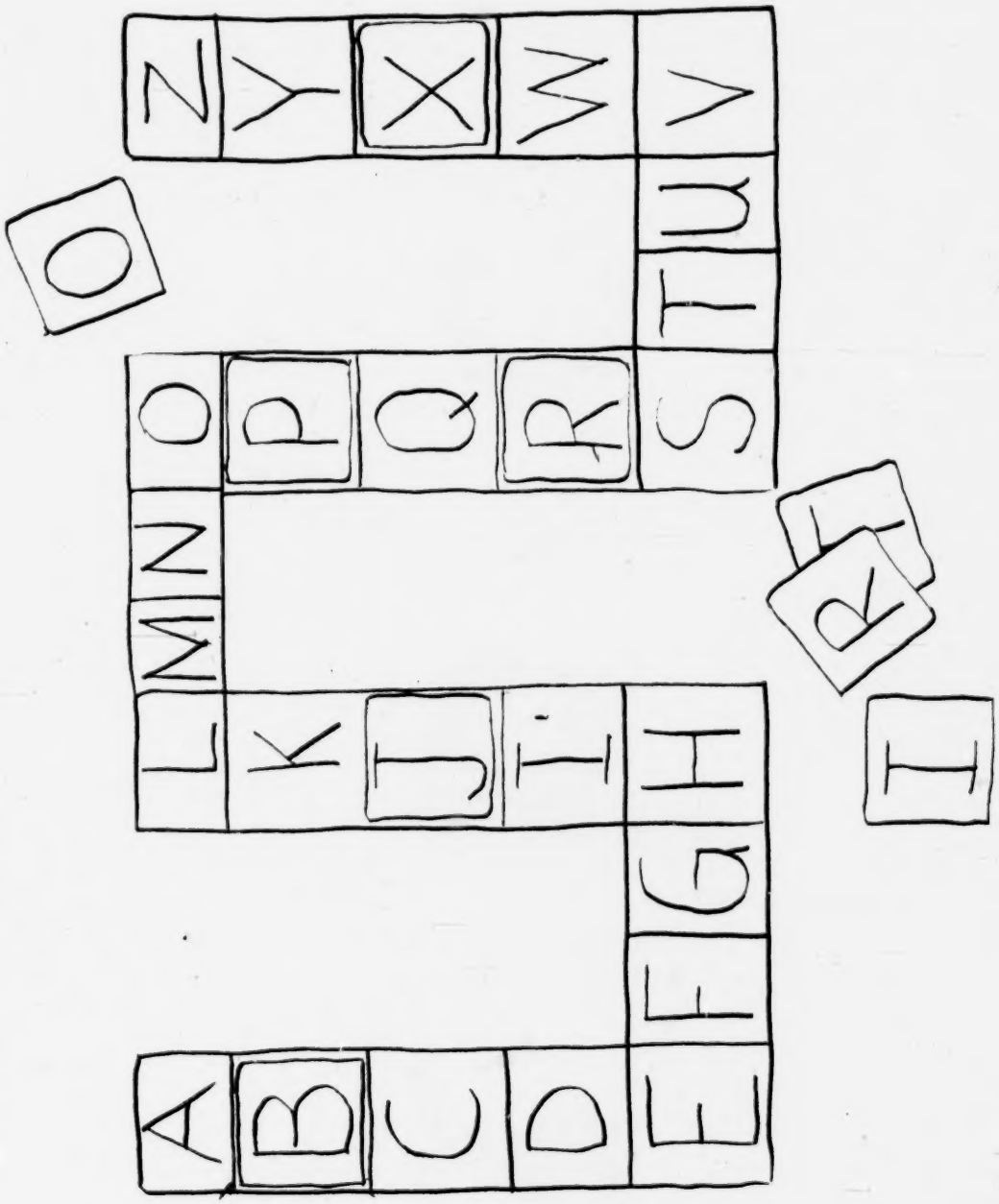
#3. The alphabet can be drawn on a manilla file or other heavy cardboard. The corresponding matching letters can be drawn on cardboard to be matched on top of those drawn on the file folder. The cards can be stored in an envelope and paper clipped to the folder. When this game is set out for the children, the cards should be placed to the left of the folder.



#4. With the fourth game, the size of the alphabet letters gets smaller. They are printed on ceramic tiles and sprayed with clear enamel. Twenty-six milk cartons are stapled together with alphabet letters drawn on oak tag and glued inside. A carton is stapled to the left for storage.



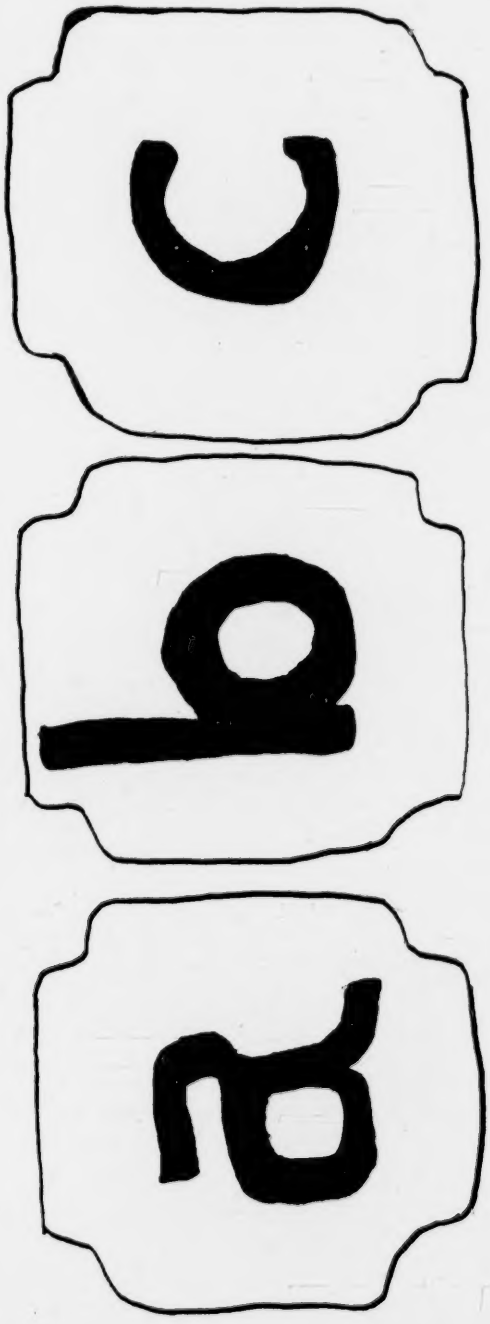
#5. This game is an eye-hand coordination match, using a candy box lid. The alphabet is drawn in the squares as illustrated. Alphabet letters are then drawn on ceramic tiles and sprayed. The child must place the tile on the square with the same letter on it.



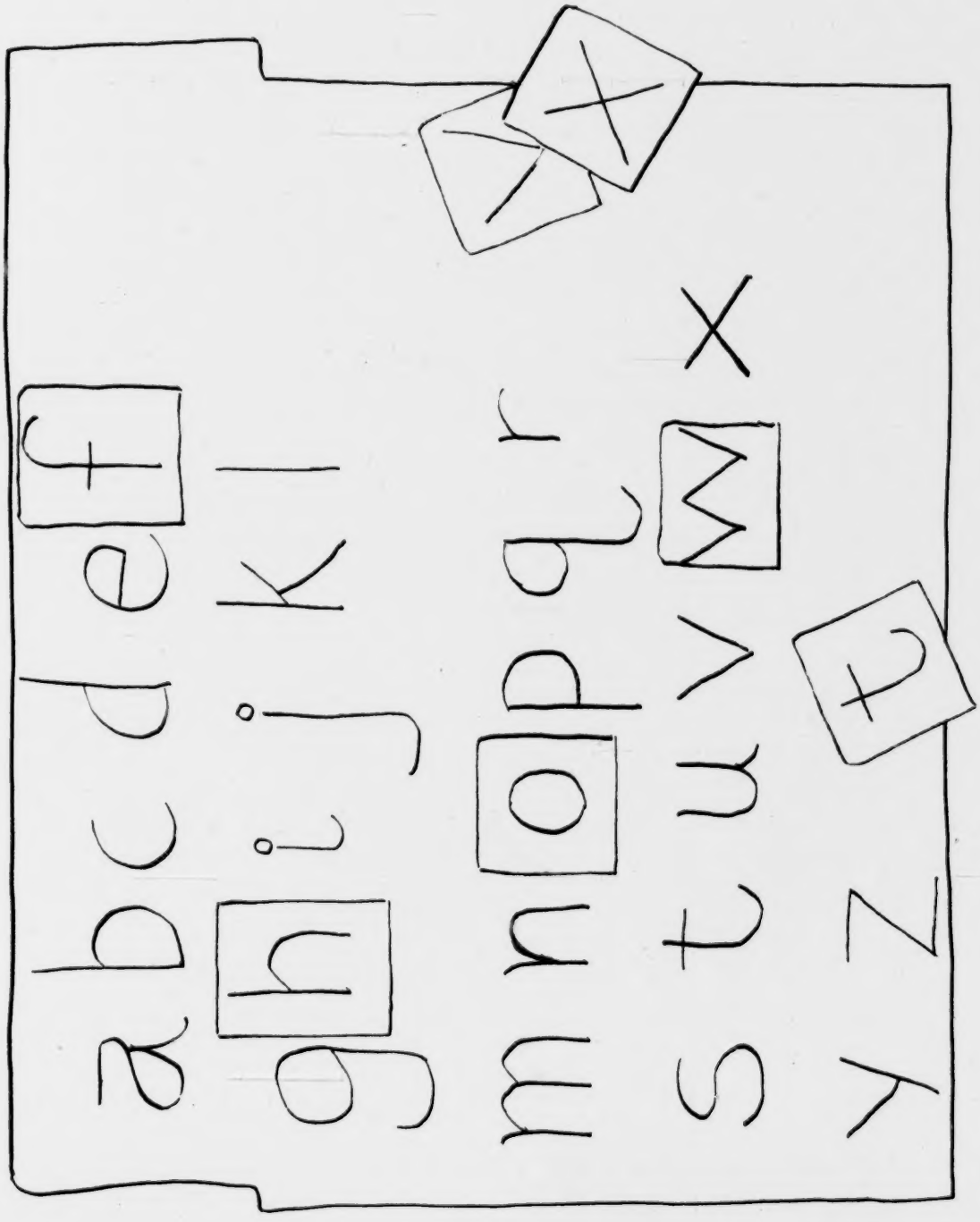
LOWER CASE ALPHABET

#6. Just as with the upper case, the lower case alphabet is cut out of carpet in order to give the children a tactile experience with the lower case letters. These can be used with the upper case in writing words and names for the children.

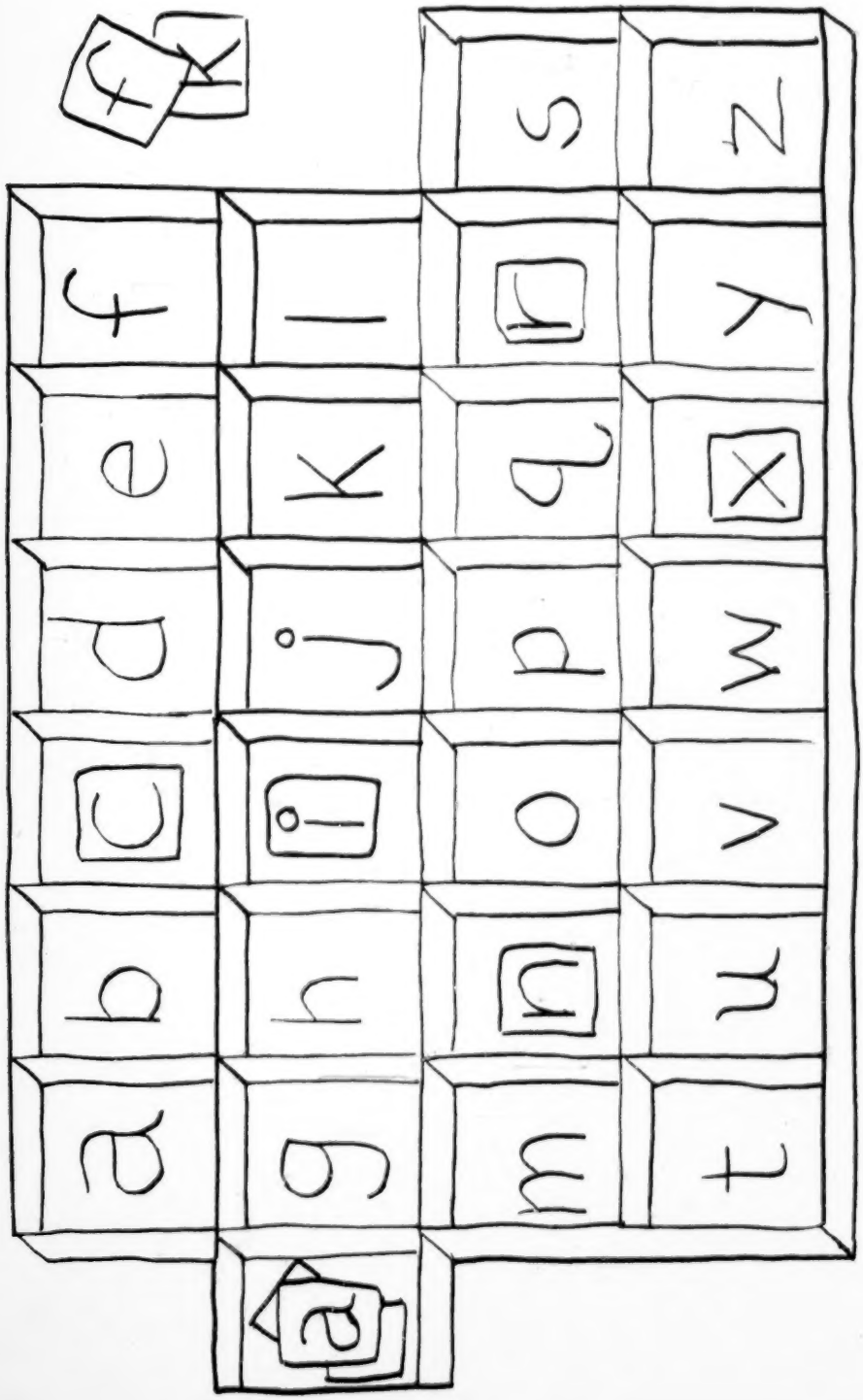
#7. The lower case alphabet is written on pieces of linoleum as in #2.



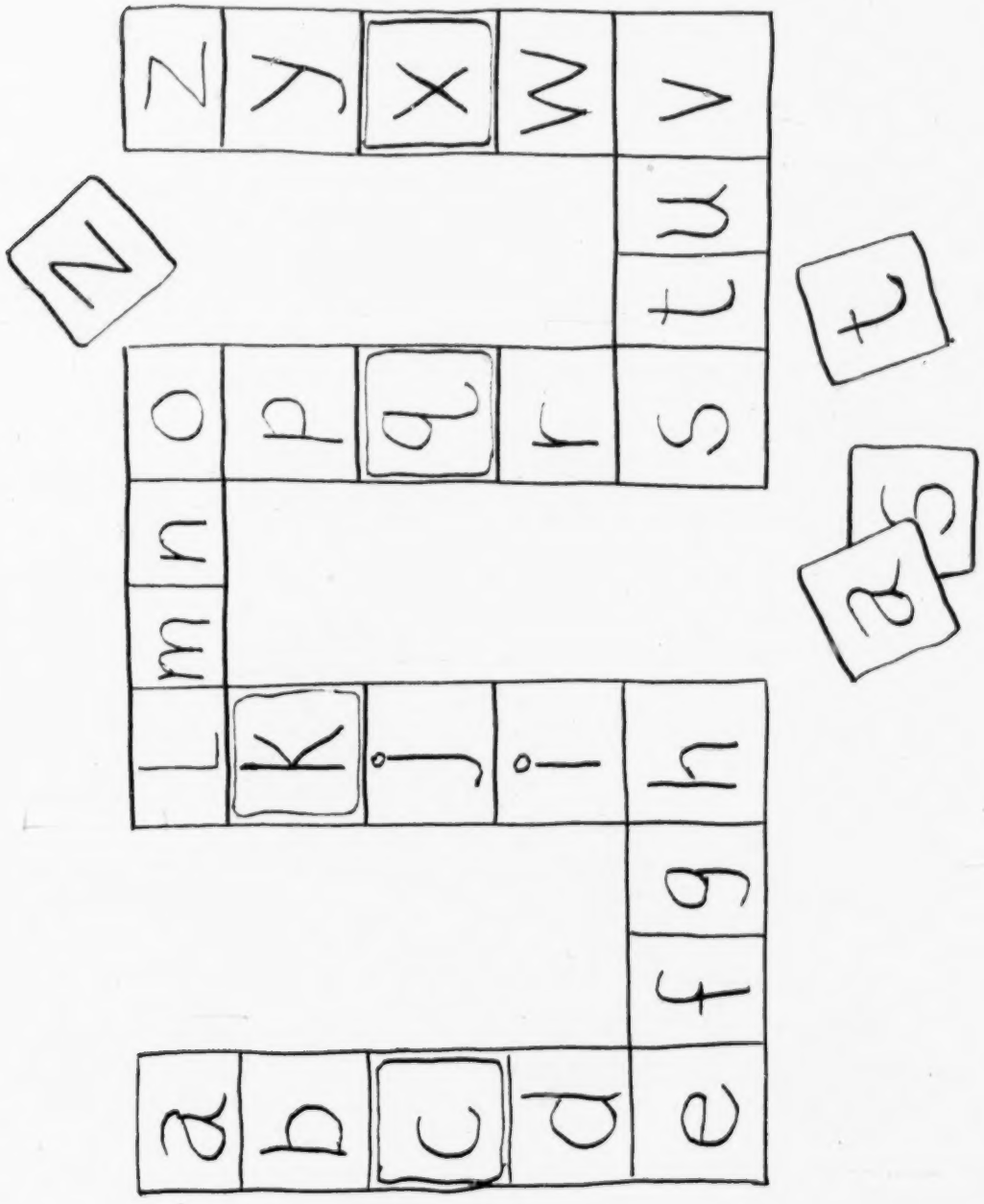
#8. The same procedure as in #3 is followed in making the manila folder match game for the lower case letters.



#9. For this game, #4 is a model. The alphabet is printed on ceramic tiles, then sprayed with clear enamel. The letters are printed on oak tag and glued inside of milk cartons. The cartons are stapled together with a storage carton to the left.



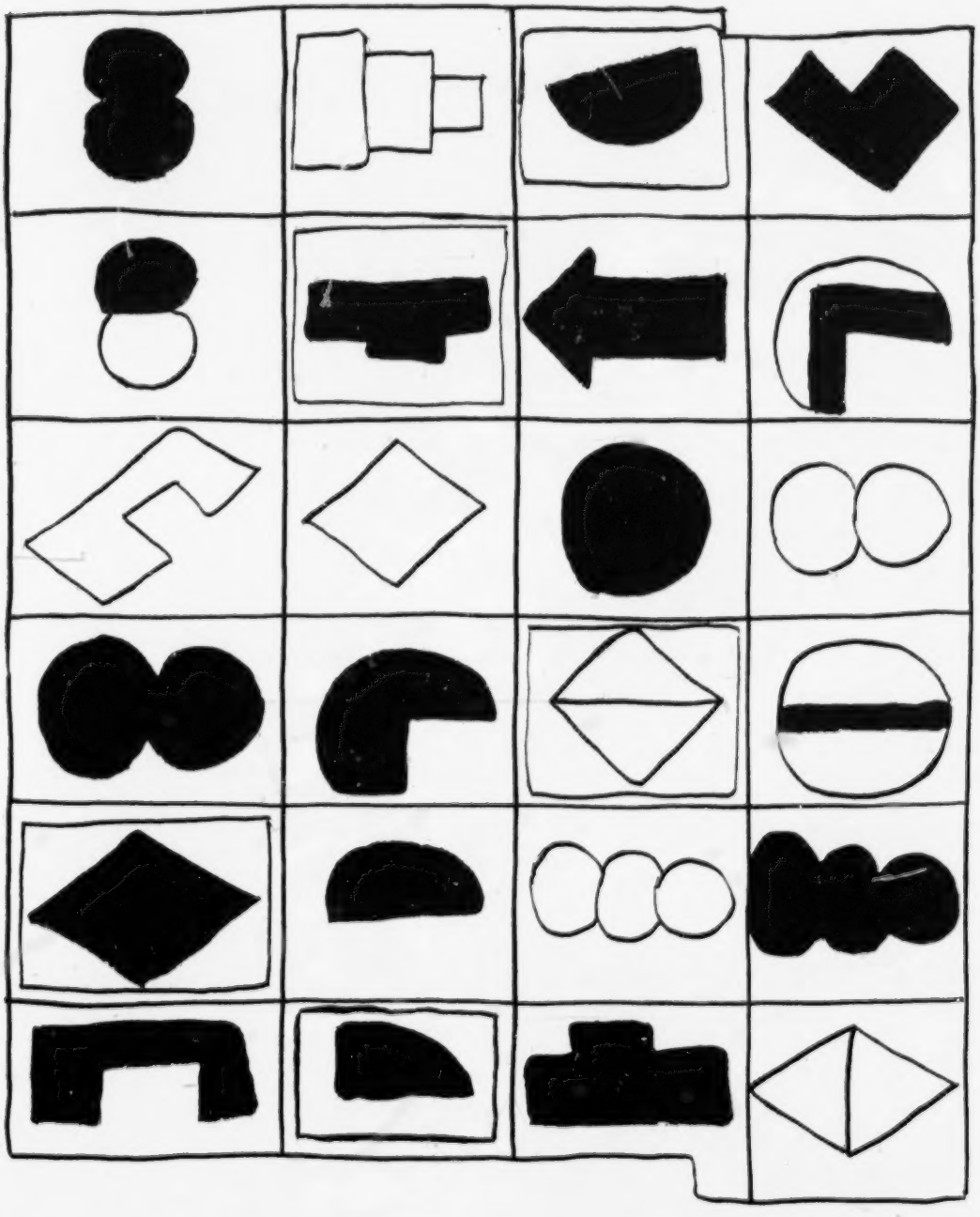
#10. This game is the same as #5, except that lower case letters are used.



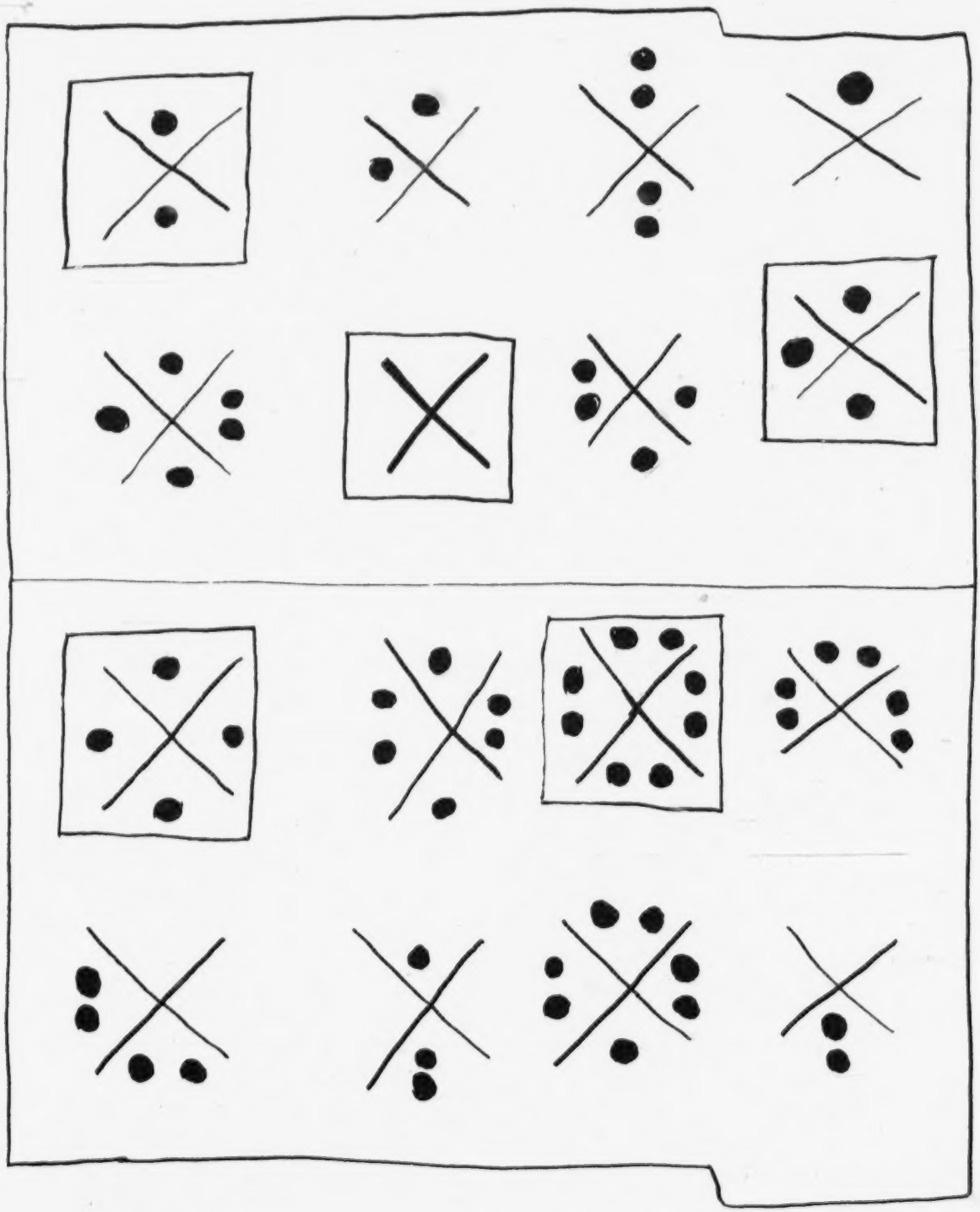
VI VISUAL DISCRIMINATION GAMES

Contained in this group of games are some of the most difficult. Certain of them require the child to make very fine discrimination.

#1. This game uses a manila folder with unusual shapes as illustrated. The corresponding matching picture is drawn on a piece of oak tag. When setting these out for children to match, the matching cards should be put on the left side of the folder.

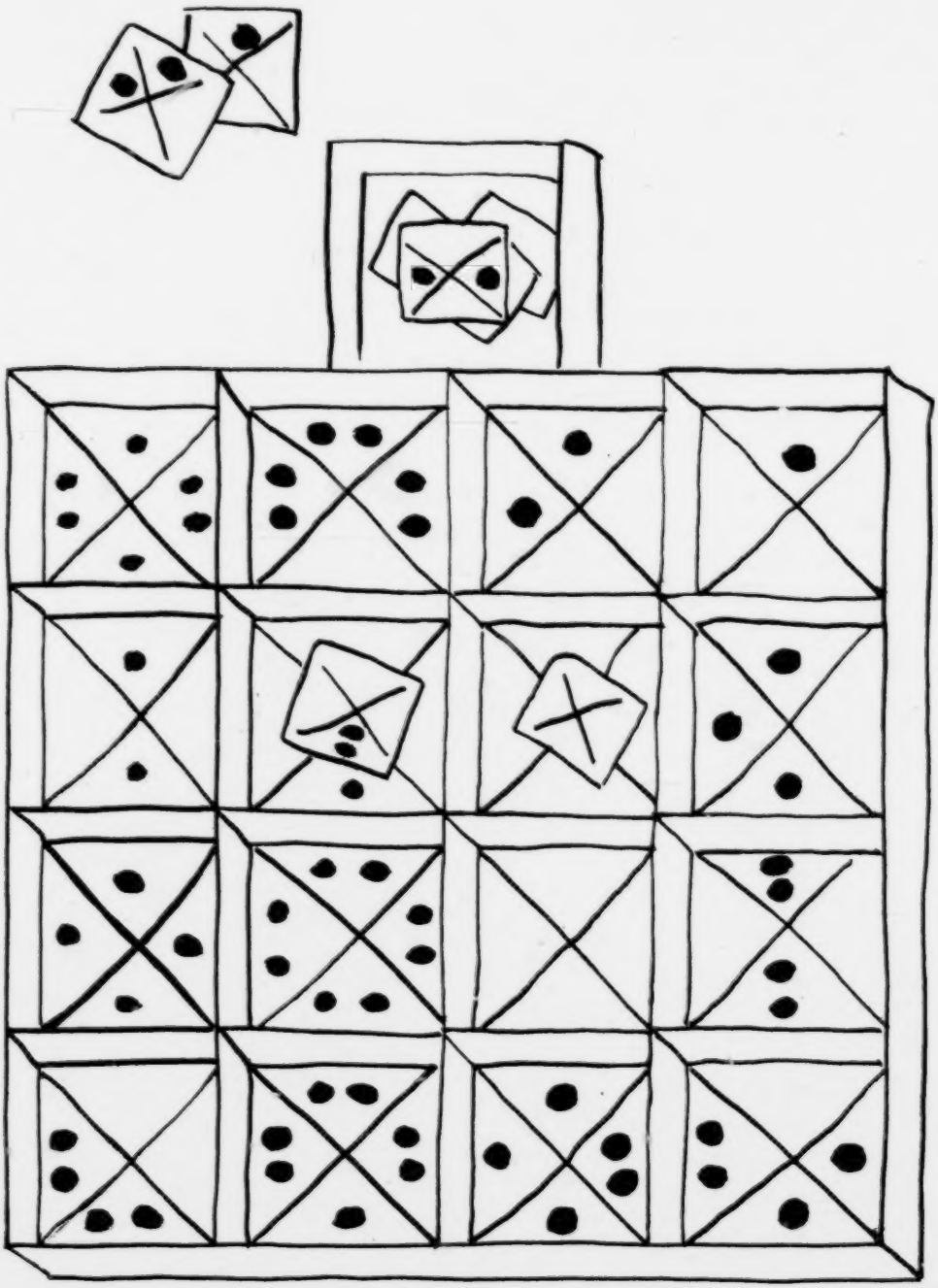


#2. A manila folder is also used for this game, as illustrated.

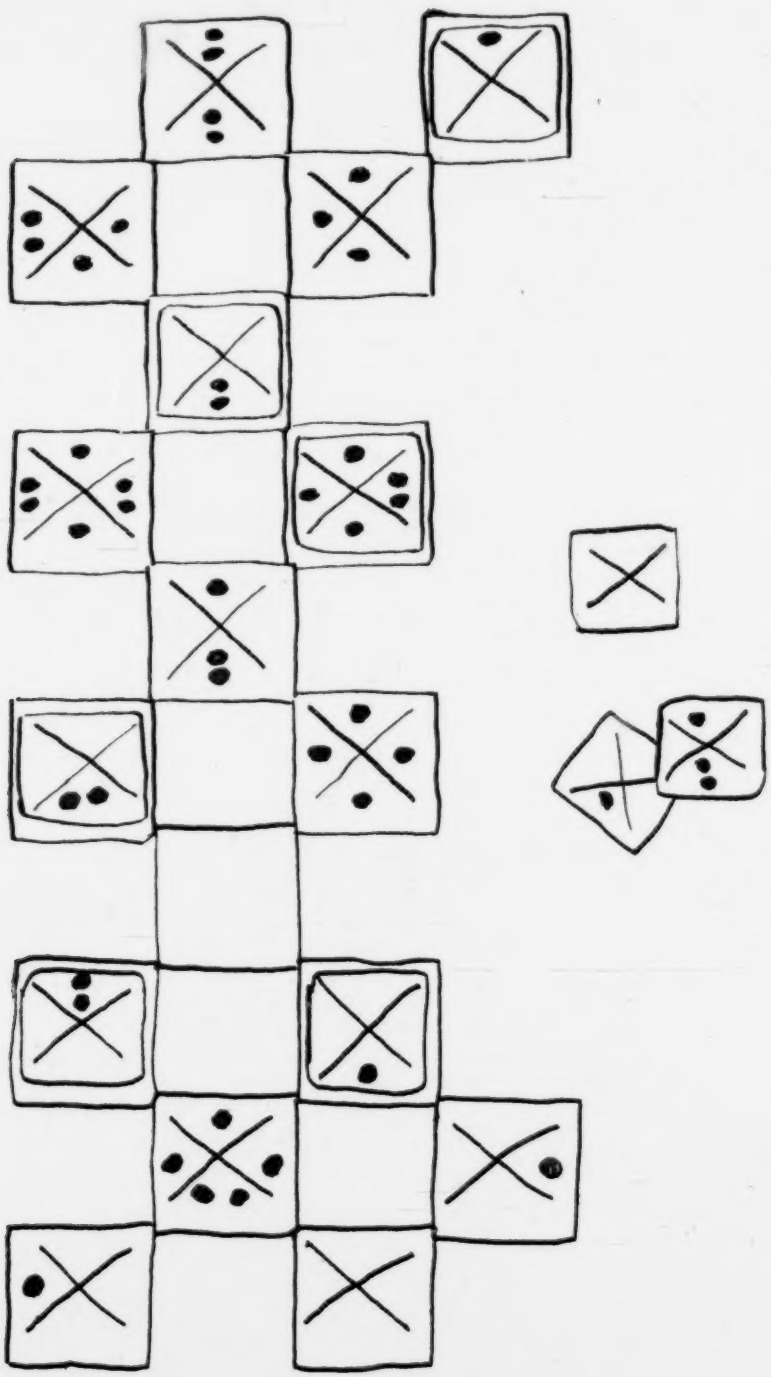


#3. Twelve of the designs from the previous game are used in a milk carton cluster. The designs are then drawn onto ceramic tiles and sprayed with clear enamel.

#4. All of the designs from #2 are now used to expand #3 into a cluster of 16 cartons. Tiles are again used to match the designs in the cartons.

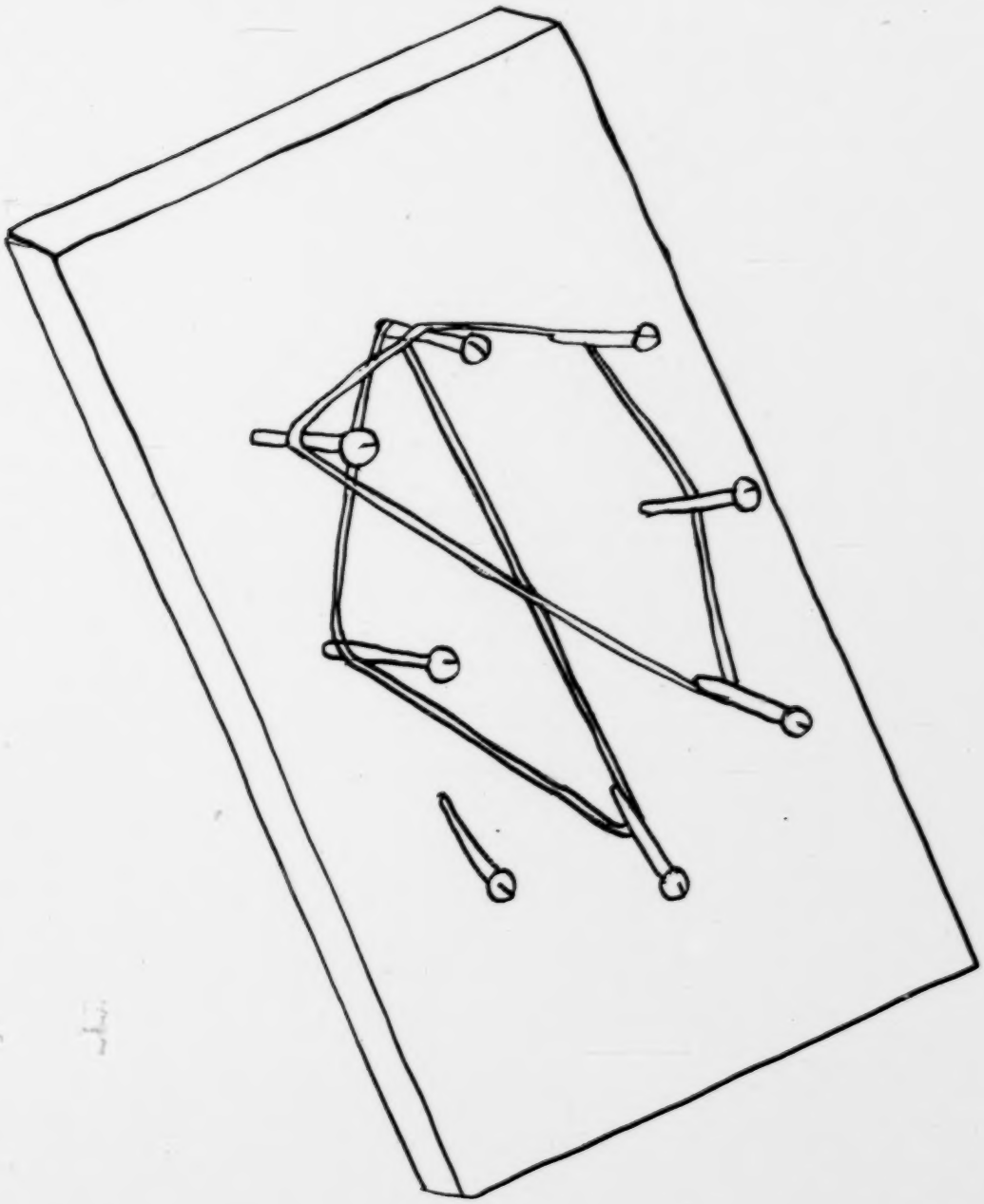


#5. A candy box lid is used to make an eye-hand coordination game.



VII NAIL BOARDS

Refer to Illustration 37. One and one-half inch nails can be hammered into pieces of wood 3/4" to 1 1/2" in thickness. (8"x6" or 8"x10") The nails should stick out about 1/2" and they can be patterned as a circle, square, rectangle and triangle. Other designs can also be used. Lines can be drawn on to resemble patterns as illustrated. The children then have to take the corresponding color of rubber band and place it over the pattern.



VIII PICTURE MATCH GAMES

At least 15 or 20 games are possible at a very minimum with the picture seals obtainable commercially for 19 cents a booklet. These games are made from manila folders as the previous games have been.

Some of the possibilities are:

Antique Cars
Airplanes
Dogs
Birds
Game Birds
Flowers (many possibilities)
Cats
Forest Animals
Farm Yard Animals
Circus Animals
Fruit
Flags (foreign and domestic)